BT6000

Table tennis I Badminton I Netball I Rink Hockey I Floorball I Futsal I Wrestling I

Boxing I Squash I Basque pelota I Indoor cricket I Basic sport I Korfball

User manual

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This manual presents the functionalities of the scoreboard of the BT6000 Master and Evolution ranges :

- Operation of each keyboard.
- Description of each sport program.

It is important to note the name of your scoreboard to better navigate through the manual.

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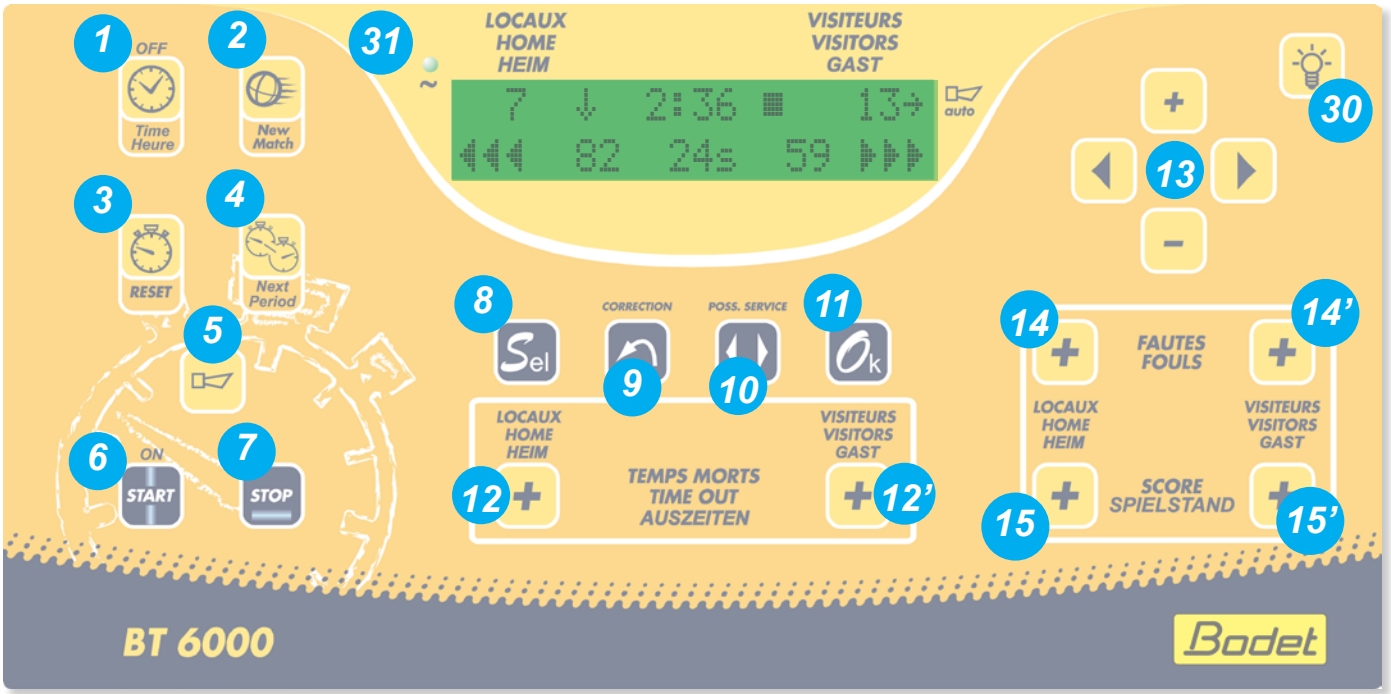
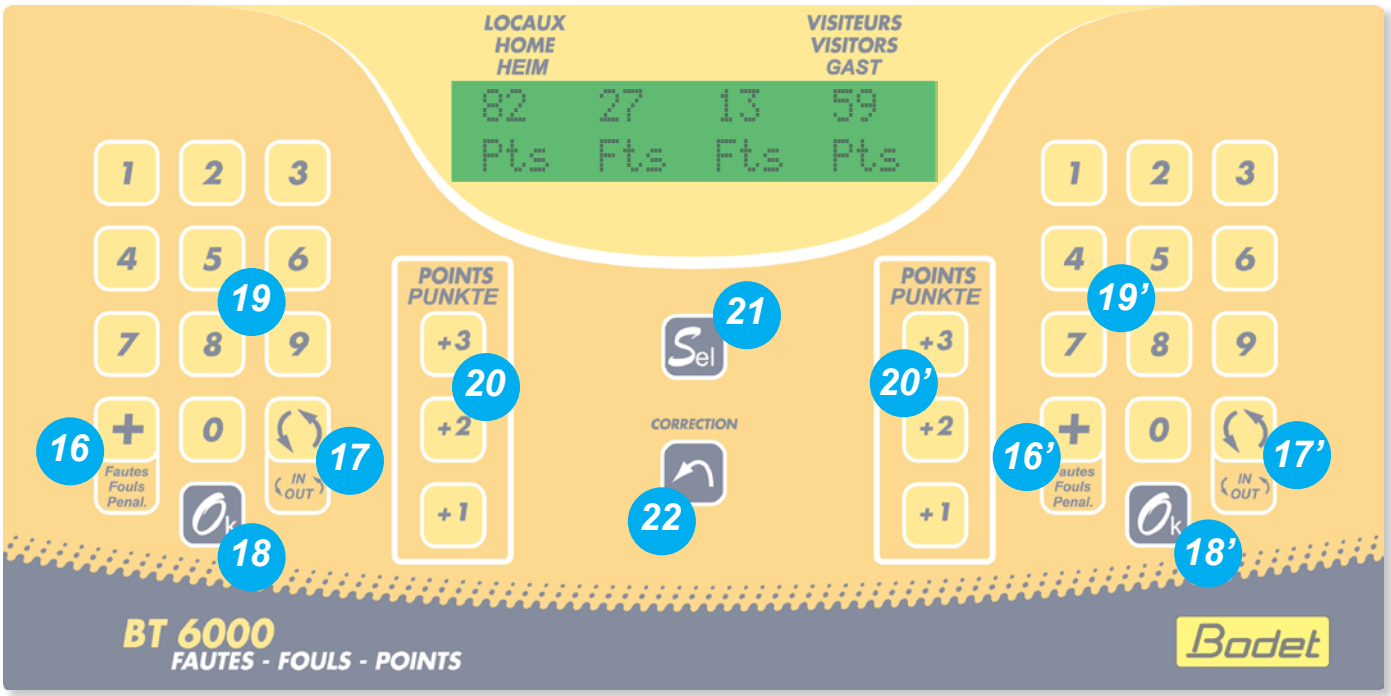
Main keyboard



Secondary keyboard



Main keyboard

(1) Time of day or Game clock display.
(2) Start a new match if holding down the key for > 3 sec. Select the type of match and validate.
(3) Reloads the timer at the value programmed without modifying the scores and fouls if holding down the key for > 3 sec.
(4) Go to the next period. Timer must be stopped.
(5) Stops instantaneously the horn. Press duration = horn duration.
(6) Start the timer.
(7) Stop the timer.
(8) Access to the configuration menu if holding down the key for > 3 sec.
(9) Correction mode : press the key, the display flashes; after having rectified the mistake, press the key again to return to active mode.
(10) Ball possession (right or left). Press C (9) key then Possession (10) key to clear the possession.
(11) In match mode : start a new match if holding down the key for > 3 sec. In Configuration menu: validate the parameters and exit the menu to return to match mode.
(12) Allocation of time outs per team. Automatic stop of the time out when countdown is completed or if the time out key is pressed again.
(13) Navigation keys.
(14) and (14') Allocation of fouls per team or penalty time.
(15) and (15') Adds 1 point to the scores.
(30) Luminosity adjustment of scoreboard and possession time displays.
(31) Mains led.

Secondary keyboard

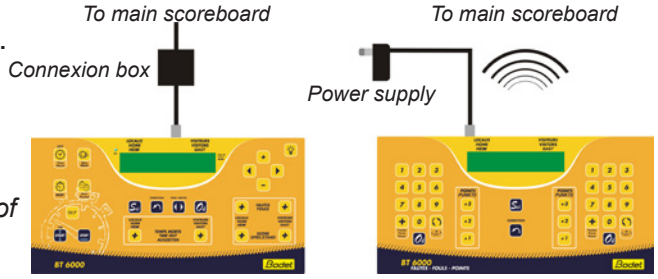
(16) and (16') Allocation of individual player fouls or penalties. Foul or penalty mode is activated automatically depending on the selected sport.
(17) and (17') Inactive.
(18) and (18') Validation of individual player fouls or penalties.
(19) and (19') Numeric keypad to enter the player's number or the penalty duration.
(20) and (20') Adds 1, 2 or 3 points to the scores.
(21) Inactive.
(22) Correction mode : press the key, the display flashes; after having rectified the mistake, press the key again to return to active mode.

1. Main keyboard

1.1 Starting up the keyboard

1/ Press the START key (6) to start the main keyboard.

The display shows that the console is started up.
Wait a few seconds for the messages to scroll up.
The keyboard seeks the scoreboards in the hall.
Indication of the battery status.
Indication of the level of radio reception and the number of scoreboards communicating with the console.
If everything is OK, display of the last played sport.



Wired main keyboard *Radio HF main keyboard*

1.2 Switching off the keyboard

1/ At the end of the match, press TIME key (1) during 3 sec to stop the keyboard, until the display on the keyboard completely disappears (beeps emission).

The scoreboard shows the time and the temperature.

1.3 Sport selection

1/ Select the sport required by pressing the RIGHT/LEFT (13) keys.

2/ Validate by pressing the OK (11) key.

3/ Select the type of rules required for the sport with the RIGHT/LEFT (13) or SEL (8) keys.

After the choice of the sport, 2 or 3 configurations of game «type of rules» are proposed for each sport. Each configuration included parameters of game which can be modified and recorded with the configurationsetting of each sport. The factory configuration is always worth rescuing.

4/ Validate by pressing the OK (11) key.

1.4 Team names (only for scoreboard with alphanumeric display)

The keyboard will propose the HOME and VISITORS unmodifiable names and a list of 30 names to be created and numbered from 1 to 30.

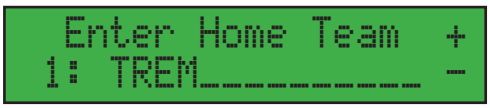
Create / Modify team name

1/ Select in the list an empty space (PPPPPP) or a team name to be modified with UP+/DOWN - (13) keys.

2/ Press the RESET (3) key to erase the existing team name. The cursor appears on the first position.

3/ Choose each letter with UP+/DOWN- (13) keys. Move thanks to RIGHT/LEFT (13) keys.

4/ Validate by pressing the OK (11) key.



Nota 1 : press the CORRECTION (9) key to exit this menu without saving.
Nota 2 : the team name list is limited to 30 names. Beyond, existing team names must be modified or erased.

Select and display team names.

1/ Choose HOME team: the keyboard displays a list of preset team names or HOME. Choose in the list with UP+/DOWN- (13) keys.

Nota : at the very first time, only HOME is available ; the list is empty.

2/ Validate by pressing the OK (11) key.

3/ Choose VISITORS team: the keyboard displays a list of preset team names or VISITORS. Choose in the list with UP+/DOWN- (13) keys.

Nota : at the very first time, only VISITORS is available ; the list is empty.

4/ Validate by pressing the OK (11) key.

The team names will appear on the scoreboard and the keyboard will be ready to start the match.
Nota : in the menus, press the CORRECTION (9) key to return to the previous stage (ex : press CORRECTION when choosing VISITORS team name to come back to the selection of the HOME team name).

1.5 Scrolling message (only for scoreboard with alphanumeric display)

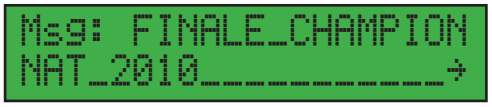
1/ Select “Message” at the end of the “Sport selection” list.

2/ Validate by pressing the OK (11) key.

The last message entered and a cursor will appear.

3/ If needed, erase the existing message with RESET (3) key.

4/ Choose each letter with UP+/DOWN- (13) keys. Move thanks to RIGHT/LEFT (13) keys.



Nota 1 : hold down the key to speed up scrolling.
*Nota 2 : available characters : 26 alphabet letters (upper case only), numbers, ‘ + : - / * @, _ and Space.*
Nota 3 : if the message is too long, arrows at the start and at the end will indicate that the message is partially displayed on the keyboard. The message is limited to 60 letters.

5/ Validate by pressing the OK (11) key.

The keyboard will return to Sport selection menu and the message will appear on the scoreboard.
To change the message, select again “Message” in the “Sport selection” menu.
The scrolling message will be displayed on the alphanumeric display of the team names. This message will be replaced by the team names when the game is on. After the game, it can be display permanently or temporary (see § below).

1.6 Display after the game

After the game, the scoreboard can display :

- Time permanently : non-stop time display.
- Time + Message : display time and advertising message (only for scoreboard with alphanumeric display); the scoreboard will switch off (except the start/stop indicator) between 0h00 and 6h00.
- Time from 6h to 24h : only time display; the scoreboard will switch off (except the start/stop indicator) between 0h00 and 6h00.

1/ Press the TIME (1) key to switch from game display (timer stopped) to time display and conversely.

2/ Press the RIGHT/LEFT (13) or UP+/DOWN - (13) keys to switch from one mode to the other.

1.7 Timer

1/ Press the START (6) key to start the timer

2/ Press the STOP (7) key to stop the timer.

Nota : RESET (3) and OK (11) keys are inactive when the timer is running.

Modification of game time period

Before the start of a match it is possible to modify the playing time without going back into the configuration per sport menu :

1/ Press the +/- (13) key to add/deduct 1 minute. Press the key as many times as necessary.

The scoreboard and the keyboard display the new timer value.

2/ Press the START (6) key to start the match.

Add/deduct playing time to the timer

The timer must be stopped.

1/ Press the CORRECTION (9) key.

2/ Press the +/- (13) key to add/deduct 1 second. Press the key as many times as necessary.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key to authorize the display of the new value.

The keyboard and the scoreboard display the new value.

4/ Press the START (6) key to start the timer.

Add tenth of second to the timer during the last minute

The timer must be stopped.

1/ Press the CORRECTION (9) key.

2/ Press the +/- (13) key to add/deduct 1 tenth of second. Press the key as many times as necessary. Hold down the key to add/deduct seconds.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key to authorize the display of the new value.

The keyboard and the scoreboard display the new value.

4/ Press the START (6) key to start the timer.

Add playing time after the end of a period

Only possible after the end of the period within the 30s before the display of the time break countdown.

1/ Press the CORRECTION (9) key.

2/ Press the + (13) key to add 1 tenth of second. Press the key as many times as necessary. Hold down the key to add second.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key to authorize the display of the new value.

The keyboard and the scoreboard display the new value.

4/ Press the START (6) key to start the timer.

1.8 Start a new match

1/ To start a new match, hold down the NEW MATCH (2) key for 3 seconds.

The keyboard displays “Sport selection”.

2/ Validate by pressing the OK (11) key.

The previous settings are reloaded and the data on the scoreboard are reset.

1.9 Reset

1/ Press the RESET (3) key to reset the timer to the initial value without modifying the other data on the scoreboard.

1.10 Come back to sport selection

1/ Hold down OK (11) key for 3 seconds to return to “Sport selection”.

The keyboard displays “Sport selection”.

1.11 Sport configuration

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules. Display of the match. Ready to start.

1/ To modify the parameters for the sport concerned, hold down the SEL (8) key for 3 seconds.

Display of modifiable parameters. The parameters are different for each sport.

2/ Press the + or – (13) keys to modify the values of each parameter.

3/ Press the RIGHT (13) key to scroll down through all the parameters

4/ Press the LEFT (13) key to scroll up

5/ Press the OK (11) key to save the new parameters and return to the display of the match. Ready to start.

1.12 Players’ numbers

1/ Hold down the SEL (8) key for 3 seconds to enter in the sport configuration menu.

2/ Press the RIGHT/LEFT key to scroll through the parameters and access to the player’s numbers.

3/ Enter the number of each HOME player using + or – (13) keys.

The numbers are instantaneously displayed on the scoreboard.

4/ Validate by pressing the OK (18) keys.

5/ Repeat the step 3/ and 4/ for the VISITORS players (19’) (18’).

Nota : the numbers are automatically arranged and displayed on the scoreboard in ascendant order.

1.13 Horn

1/ Press the HORN (5) key. Press duration = horn duration.

The automatic horn sounds for 5 seconds at the end of a period.
When the timer is stopped manually or at the end of the possession time, the horn sounds for 3 seconds.
The horn can be stopped by pressing the HORN key.

1.14 Luminosity

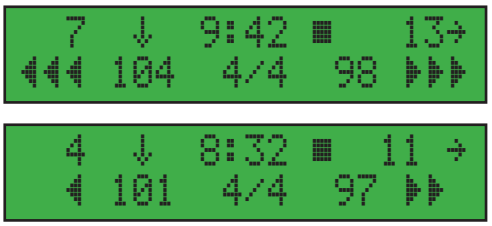
Possibility to adjust independently luminosity of scoreboards and possession time displays.

1/ Press Luminosity key (30) during 30 seconds.

2/ Press RIGHT/LEFT keys (13) to adjust luminosity of the possession time display.

3/ With UP+ / DOWN – keys, modify the luminosity level (from 1 to 5).

1.15 Correction



1/ Press the CORRECTION (9) key.

The keyboard display blinks.

2/ Modify the information to be corrected by pressing the corresponding key until the correct value is displayed :

- NEXT PERIOD (4) : to return to the previous period.
- SCORE (15) and (15') : to deduct 1 point to the score.
- FOULS (14) and (14') : to deduct 1 foul to the team fouls.
- TIME OUT (12) and (12') : to remove 1 time out.
- +/- (13) : to add/deduct playing time (minutes, seconds, tenth of seconds).

3/ Press the CORRECTION (9) key to return to the active mode.

1.16 Scores (only when a secondary keyboard is not connected)

1/ Press the corresponding SCORE (15) (15') key.

Deduct points to the score

1/ Press the CORRECTION (9) key

2/ Press the corresponding SCORE (15) (15') key.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key.

The keyboard and the scoreboard display the new value.

1.17 Time outs

1/ Press the corresponding TIME OUT (12) (12') key.

The countdown stops automatically at the end or when the corresponding TIME OUT key is pressed.

Remove a time out

1/ Press the CORRECTION (9) key.

2/ Press the corresponding SCORE (12) (12') key.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key.

The keyboard and the scoreboard display the new value.

1.18 Fouls/Penalties (only when a secondary keyboard is not connected)

Foul or Penalty mode is active according to the sport selected.

1/ Press the corresponding FOULS (14) (14') key.

Remove a foul or a penalty

1/ Press the CORRECTION (9) key.

2/ Press the corresponding FOULS (14) (14') key.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (9) key.

The keyboard and the scoreboard display the new value.

2. Secondary keyboard

The secondary keyboard is used for the following sports : basketball, handball, ice hockey, water polo, rink hockey, floorball… The use of the secondary keyboard will depend on the sport and the options selected (some functions may be inactive).

2.1 Individual player fouls (Penalty function is automatically deactivated)

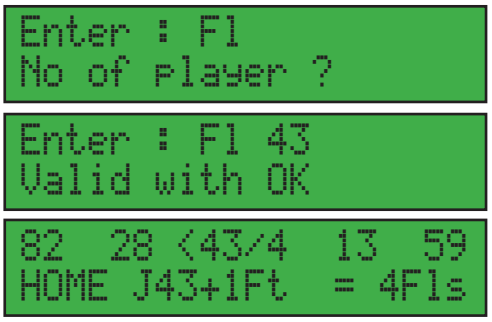
Allocation of a player foul : FOULS + Player's number + OK

1/ Press the corresponding FOULS (16) (16') key.

2/ Enter the player's number with the corresponding numeric keypad (19) (19').

3/ Press the corresponding OK (18) (18') key.

The keyboard displays the information for 3 seconds and comes back to normal mode.
Nota : if the player's number is not entered or the OK key is not pressed after 3 seconds then the keyboard comes back automatically to normal mode without allocating a foul.



Player foul correction : CORRECTION + FOULS + Player's number + OK + CORRECTION

1/ Press the CORRECTION (22) key.

The keyboard display is blinking.

2/ Press the corresponding FOULS (16) (16') key.

3/ Enter the player's number with the corresponding numeric keypad (19) (19')

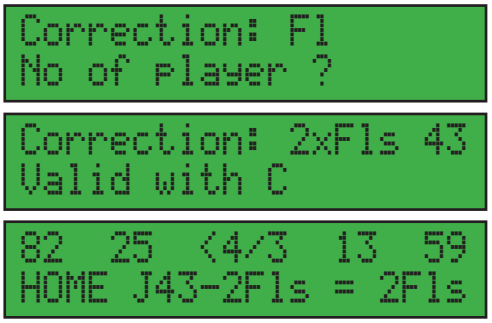
The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

4/ Press the corresponding OK (18) (18') key.

Possibility to make several corrections before leaving the correction mode.

5/ Press the CORRECTION (22) key.

The keyboard displays the information for 3 seconds and comes back to normal mode.
Nota : if the player's number is not entered or the OK key is not pressed after 3 seconds then the keyboard comes back automatically to normal mode without correcting.
Nota 2 : pressing the CORRECTION key (22) before VALIDATION (18) or (18') validates even so the correction.



2.2 Scores

1/ Press the corresponding +1, +2 or +3 (20) (20') key to add points.

Correction

1/ Press the CORRECTION (22) key.

2/ Press the corresponding +1, +2 or +3 (12) (12') key to deduct points.

The new value is displayed on the keyboard. The scoreboard maintains the display of the old value.

3/ Press the CORRECTION (22) key.

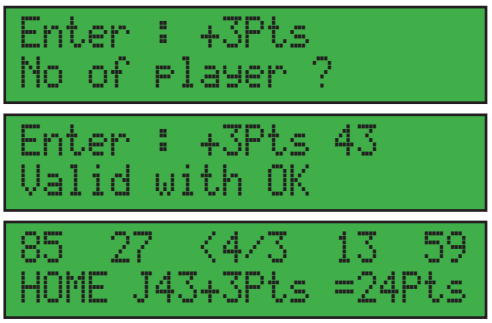
The keyboard and the scoreboard display the new value.

Score per player : Score key + Player n° + OK (only with score per player option)

1/ Press the +1, +2 or +3 (20) (20') key to add points to HOME or VISIT.

2/ Enter the player's number with the corresponding numeric keypad (19) (19').

3/ Press the corresponding OK key (18) (18').The keyboard displays the information for 3 seconds and comes back to normal mode.



Nota : if the player's number is not entered and the OK key pressed, the points will be added to the corresponding team without changing the score per player.

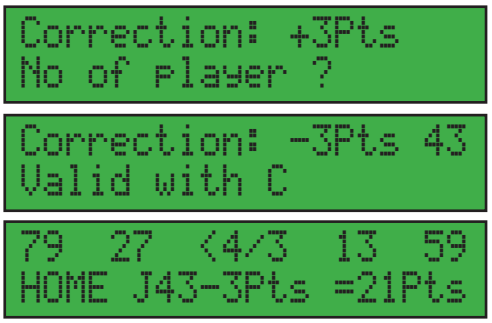
Score per player correction : C + Score + Player n° + C (only with score per player option)

1/ Press the CORRECTION (9) key.

2/ Press the corresponding +1, +2 or +3 (20) (20') key to deduct points.

3/ Enter the player's number with the corresponding numeric keypad (19) (19').

4/ Press the CORRECTION (22) key.



Nota : if the player's number is not entered and the correction confirmed, points will be deducted from the corresponding team without changing the score per player.2.3 Penalties (Foul function is automatically deactivated).

Easy way :

If by mistake or by precipitation, the team fouls have been incremented without having modified the score per player, proceed as follow :

1/ Add points to the player: Score key + Player n° + OK.

Nota : you observe that the team score has also been incremented.

2/ Correct the team score : C + Score + C.

2.3 Penality (Fouls function is automatically deactivated)

Allocation of a player penalty : Penality key + Duration + OK + Player n° + OK

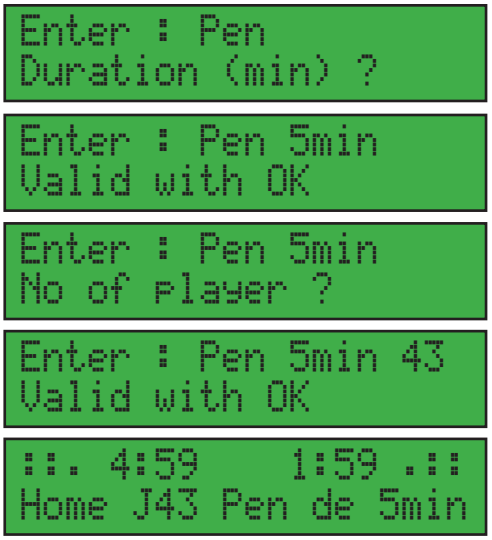
1/ Press the corresponding Fts/Pen. (16) (16') key.

2/ Enter the penalty duration (0 to 9 min max.) with the corresponding numeric keypad (19).

3/ Press the corresponding OK (18) (18') key.

4/ Enter the player's number with the corresponding numeric keypad (19) (19').

5/ Press the corresponding OK key (18) (18').The keyboard displays the information for 3 seconds and comes back to normal mode.



Nota : if no validation entered or penalty duration entered or player number before 3 seconds, the system returns to normal mode and the modification is not considered.

To withdraw a penalty with a player : C + Penality key + Player n° + C

1/ Press the CORRECTION (22) key.

2/ Press the corresponding Fts/Pen. (16) (16') key.

3/ Enter the player number receiving the penalty with the corresponding numeric keypad (19) or (19') according to concerned team.

4/ Press the corresponding OK key (18) (18').

5/ Press the CORRECTION (22) key.

3. General notes on BT6000 scoreboards

Communication between the scoreboard and the main keyboard operates without any modification via HF radio link (wireless) or via cable link.

The method of use for HF radio or cable version keyboards is the same. A radio antenna is incorporated in the keyboard (not visible). One keyboard can control 1 or several scoreboards.

If the battery is low, the keyboard displays an alarm message.
Connect the charger block to the keyboard. Full charge autonomy > 10 hours. Charge duration > 8 hours.
Leave the keyboard on charge when not used. Green LED on : charged.
Before starting up the keyboard, ensure that the scoreboard is powered with 230 V (display of time and temperature visible). The HF keyboard can be supplied with 230 V if the internal battery is discharged.

If the secondary keyboard is used for managing individual player fouls, it is controlled by the main keyboard. Connect the secondary keyboard to the main keyboard before starting up the main keyboard. Proceed in the same way if the 24-35 seconds (Basketball or Water-polo) keyboard is used and connect it to the main keyboard.

3.1 Displaying and setting the time and the temperature

1/ Press the TIME (1) key to display time and temperature on the scoreboard.
The clock is internal to the scoreboard, therefore the scoreboard can be left switched on and the time displayed even if the keyboard is switched off. The time is saved during a power cut.
2/ Press again the TIME (1) key to return to match mode.

Time setting

1/ Press the TIME (1) key to display time and temperature on the scoreboard.
2/ Press the CORRECTION (9) key.
The keyboard display is blinking.
3/ Use the RIGHT/LEFT (13) keys to select the minutes and the +/- (13) keys to change the value.
4/ Use the RIGHT/LEFT (13) keys to select the hours and the +/- (13) keys to change the value.
5/ Press again the CORRECTION (9) key to return to match mode. The clock starts at second 0.
The time and temperature display is automatically switched off between 00:00 and 08:00.

3.2 Saving information

HF radio and wiring versions: in the event of a power cut to the scoreboard, the HF keyboard stores all the information in its memory and the scoreboard display goes blank. When power is restored, the scoreboard displays again the information from the keyboard.

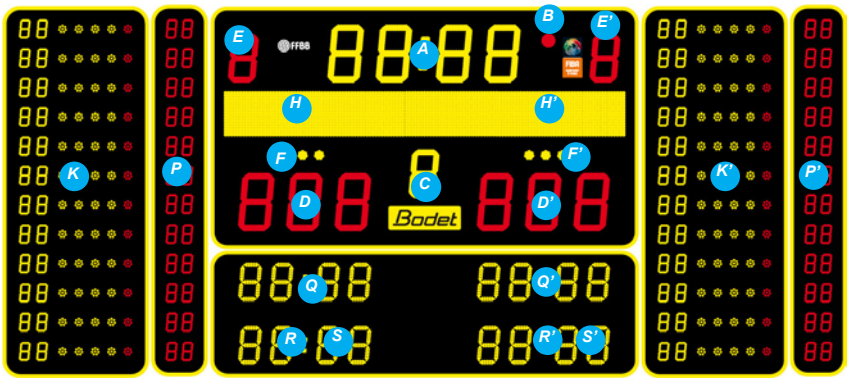
3.3 User advice

Start a game with the battery fully charged the battery.
In the radio-controlled version, remember to recharge the batteries after each use. Switch off the keyboard then store it in its bag while leaving (if possible) the charger block switched on.

4. Descriptive in sports

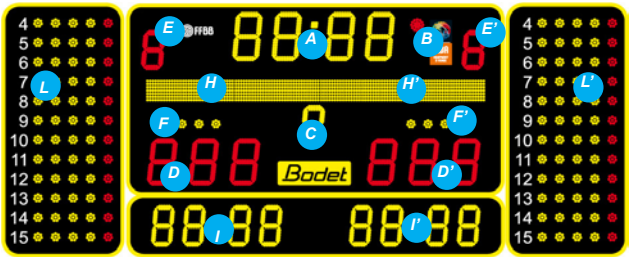
Table tennis 1/3

BT6030 / BT6130 / BT6230 / BT6330 / BT6530

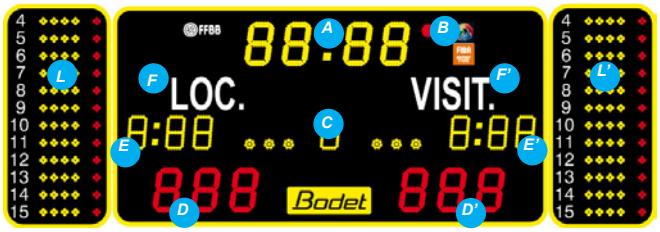


BT6425 / BT6525 Evolution

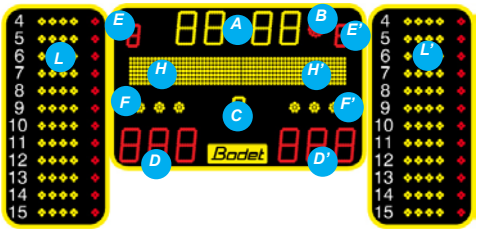
BT6025 / BT6125 / BT6225 / BT6325 Evolution



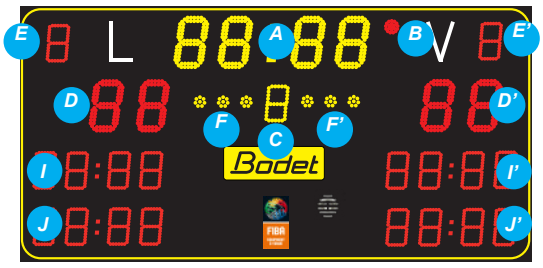
BT6120 / BT220 Club



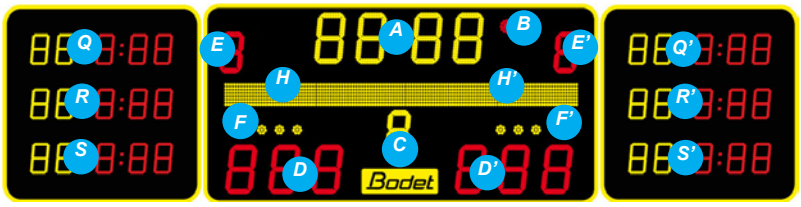
BT6015 / BT6215 Club



BT6120 PLUS



BT6625 Evolution



Designation	Index
Number of winning sets or rest time or playing time.	A
Unused.	B
Number of the current set 1 to 5.	C
Points current set LOC/VISIT. Service indicator LOC/VISIT.	D and D'
Number of winning set LOC/VISIT.	E and E'
Extra time 1 or 3 points.	F and F'
Players' names.	H and H'
Results of previous sets HOME/VISIT.	I and I'
Results of previous sets HOME/VISIT.	J and J'
Unused.	K and K'
Unused.	P and P'
Results of previous sets HOME/VISIT.	Q and Q'
Results of previous sets HOME/VISIT.	R and R'
Results of previous sets HOME/VISIT.	S and S'

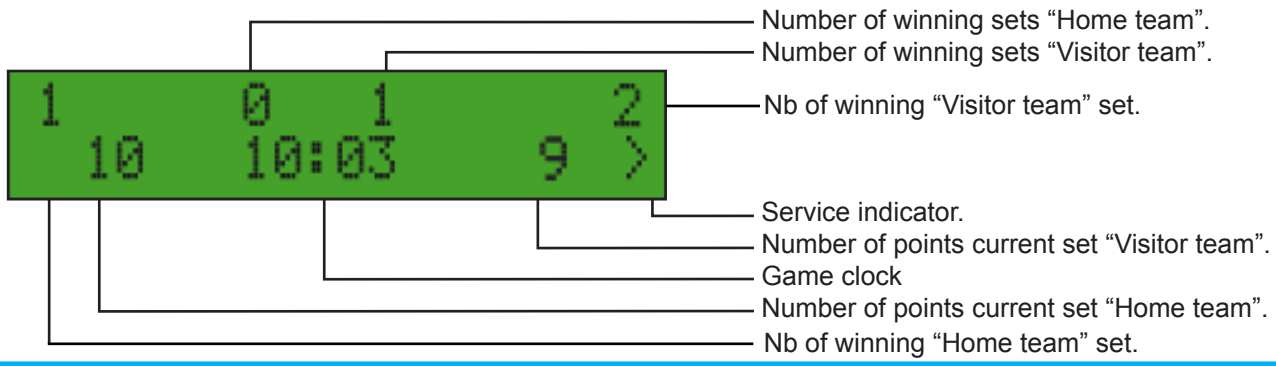
Main keyboard

Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Unused.	3
Go to the next set.	4
Unused.	5
Unused.	6
Unused.	7
Access to the sport configuration.	8
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Unused.	10
In match mode : restart new match if hold down > 3 s. In sport configuration: validate the parameters and exit.	11
3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods.	12 and 12’
Navigation keys. Navigation keys. When starting a sport : + and – keys enable modification of the playing time.	13
Unused.	14 and 14’
Add 1 point to the scores HOME/VISIT.	15 and 15’
Luminosity adjustment of scoreboard and possession time display.	30

Sport rules	Designation
Table tennis 1: round 11 pts	Match of 11 points
Table tennis 1: round 11 pts	Match of 11 points

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU


1 0 1 2
10 10:03 9 >
Number of winning sets “Home team”.
Number of winning sets “Visitor team”.
Nb of winning “Visitor team” set.
Service indicator.
Number of points current set “Visitor team”.
Game clock
Number of points current set “Home team”.
Nb of winning “Home team” set.

Between the game periods

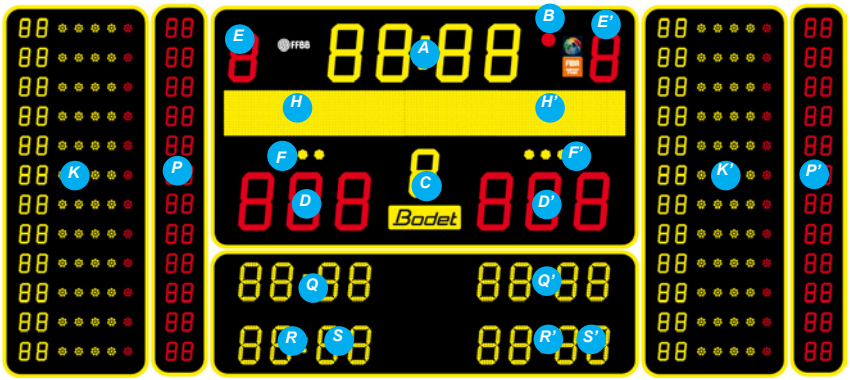
- The service alternation occurs automatically every 2 point (default).
- Between sets the rest time is not counted. The game clock is started and stopped by pressing the Start/Stop key (the colon of the keyboard clock flashes). The game time is displayed as hour:minute.
- The keyboard buzzer can be disabled in the table tennis parameters.

Configuration menu per sport

The preset basic configuration of each game can be modified.
Select and validate a sport and a type of rule. To enter the sport parameter setting menu press the SEL (8) key for3 sec :
- Modify the value of each parameters with the + and - (13).
- Press the ► key (13) to go to the next parameter.
- Press the ◄ key (13) to go back to the previous parameter.
- Press OK (11).

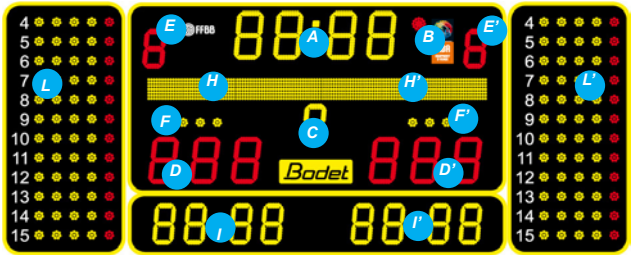
Type 1	Type 2	Paramètres	Description
Number of sets /game : 5	5	1 to 5 sets	Selection of the number of maximum sets per match.
Nb of points /set : 11	11	1 à 99 points	Selection of the number of points per set for automatic affectation of the set if 2 points gap.
Change of service : 2	2	1 to 5	Selection of the number of points before the service alternation.
Buzzer active : No	No	Yes or No	If Yes, activate the console’s buzzer. If No, deactivate the console’s buzzer during the match.
Factory data load : No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.

BT6030 / BT6130 / BT6230 / BT6330 / BT6530

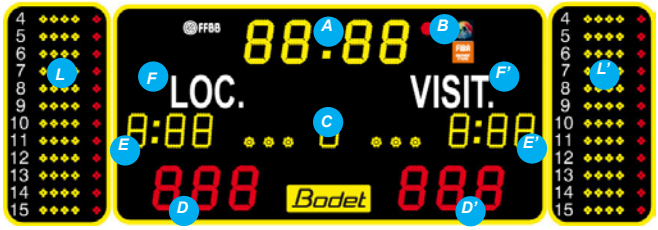


BT6425 / BT6525 Evolution

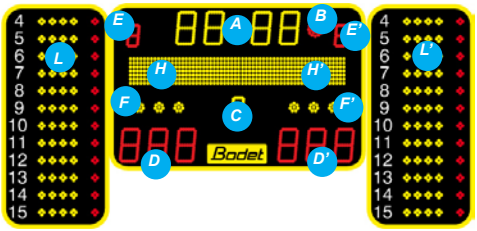
BT6025 / BT6125 / BT6225 / BT6325 Evolution



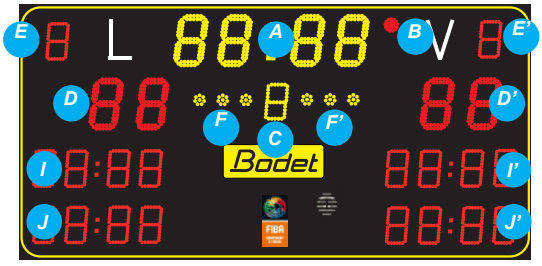
BT6120 / BT220 Club



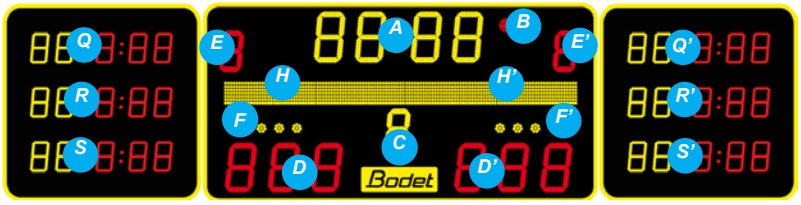
BT6015 / BT6215 Club



BT6120 PLUS



BT6625 Evolution



Designation	Index
Number of winning sets or rest time or playing time.	A
Unused.	B
Number of the current set 1 to 5.	C
Points current set LOC/VISIT. Service indicator LOC/VISIT.	D and D'
Number of winning set LOC/VISIT.	E and E'
Extra time 1 or 3 points.	F and F'
Players' names.	H and H'
Results of previous sets HOME/VISIT.	I and I'
Results of previous sets HOME/VISIT.	J and J'
Unused.	K and K'
Unused.	P and P'
Results of previous sets HOME/VISIT.	Q and Q'
Results of previous sets HOME/VISIT.	R and R'
Results of previous sets HOME/VISIT.	S and S'

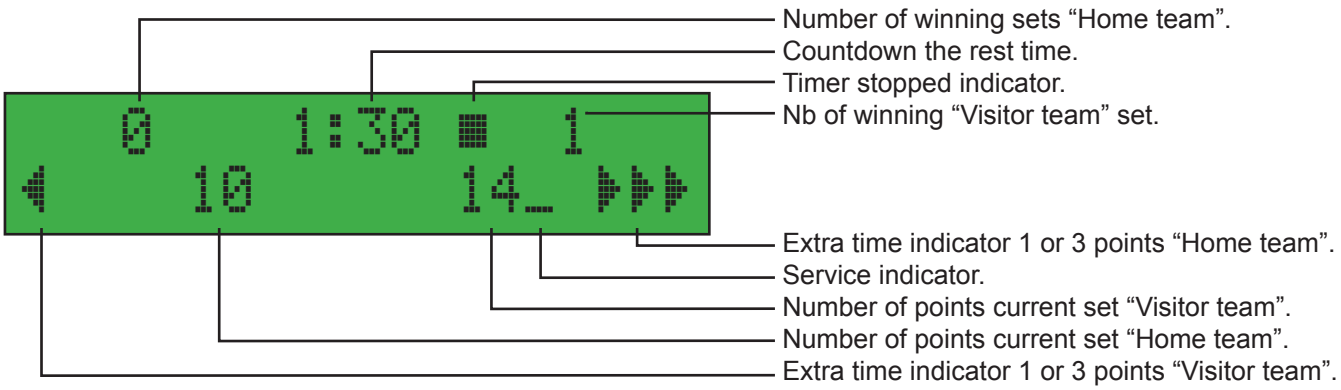
Main keyboard

Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Unused.	3
Go to the next set.	4
Unused.	5
Unused.	6
Unused.	7
Access to the sport configuration.	8
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Unused.	10
In match mode : restart new match if hold down > 3 s. In sport configuration: validate the parameters and exit.	11
3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods.	12 and 12’
Navigation keys. Navigation keys. When starting a sport : + and – keys enable modification of the playing time.	13
Unused.	14 and 14’
Add 1 point to the scores HOME/VISIT.	15 and 15’
Luminosity adjustment of scoreboard and possession time display.	30

Sport rules	Designation
Badminton 1: 3 x 21Pts	New badminton rules with 3 winning sets of 21 pts - 2 points extra time at 20/20 - Rest time 90 sec. then 300 sec. automatic.
Badminton 2: 3 x 21Pts	New badminton rules with 3 winning sets of 21 pts - 2 points extra time at 20/20 - Rest time 90 sec. then 300 sec. automatic.
Badminton 3: 3 x 21Pts	New badminton rules with 3 winning sets of 21 pts - 2 points extra time at 20/20 - Rest time 90 sec. then 300 sec. automatic.

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU


0
1:30
1
10
14
Number of winning sets “Home team”.
Countdown the rest time.
Timer stopped indicator.
Nb of winning “Visitor team” set.
Extra time indicator 1 or 3 points “Home team”.
Service indicator.
Number of points current set “Visitor team”.
Number of points current set “Home team”.
Extra time indicator 1 or 3 points “Visitor team”.

Between the game periods

- Reset to zero of points from last set and allocation of set won.
- Countdown of rest times if programmed.
- The service’s assignement must be manually managed by service’s key.
- There is automatic horn to respect the quiet of the hall.
- If it is programmed, the playing time of the match starts up by pressing the “Start/Stop” key.
- The 2 points of the keyboard’s timer flash and stop at the obtaining of the final point of set or match, Display hour and minutes.

At end of set

- New rules : if a 20/20 tie, extra time is offered for 2 winning points. At 29/29, the first to score 30, win the game.
- If a 14/14 tie (men or doubles) or 10/10 (women), extra time is offered for 1 or 3 points (select with the SELECT key). After choosing the player for 1 to 3 points, the scoreboard shows this choice per : 1 block = 1 point, 3 blocks = 3 points.
- The service affectation is automatic at the point’s attribution. The service indicator can be managed alone before to allocate.

N.B.: rest time can be stopped during the working out by pressing on STOP key and the time outs on TIME OUT key corresponding. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing START key.

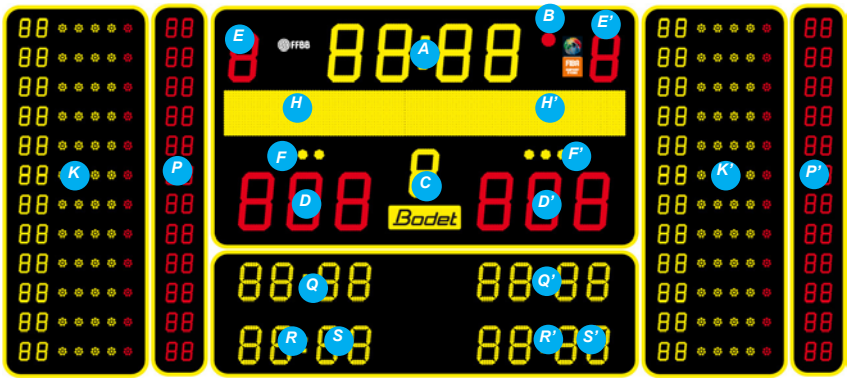
Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

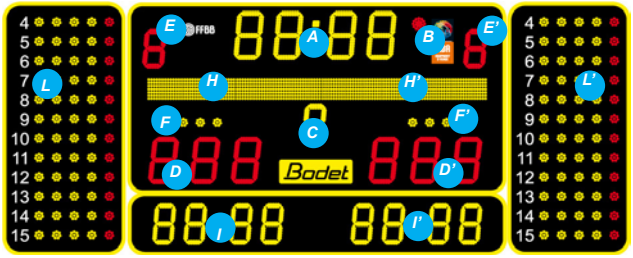
Rule 1	Rule 2	Rule 3	Parameters	Description
Number of sets /game : 3	3	3	1 to 5 sets	Selection of the number of maximum sets per match.
Nb of points /set : 21	21	21	1 to 99 points	Selection of the number of points per set for automatic affectation of the set if 2 points gap.
Display game duration : No	No	No	Yes or No	Allow to manage dna display on the board the toatal playing time of the match. Press the “start” key at the start up of the match.
Display time break : No	No	No	Yes or No	Allow to display on the board the rest time between the sets (display console and scoreboard).
Time break betwn sets : 120sec	120 sec	120 sec	0 to 990 seconds	If = 0, no automatic countdown. If > 0, the console will automatically countdown the programmed duration at the end of the set. Press the “Stop” key to stop this countdown.
Time break for lastset : 120sec	90 sec	90 sec	0 to 990 seconds	If = 0, no automatic countdown If > 0, the console will automatically countdown the programmed duration at the end of the set. Press the “Stop” key to stop this countdown.
Buzzer active : No	No	No	Yes or No	If Yes, activate the console’s buzzer. If No, deactivate the console’s buzzer during the match.
Factory data load : No	No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.

BT6030 / BT6130 / BT6230 / BT6330 / BT6530

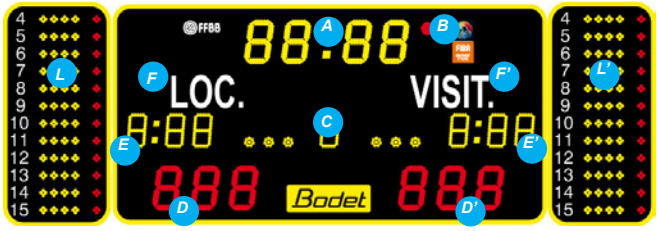


BT6425 / BT6525 Evolution

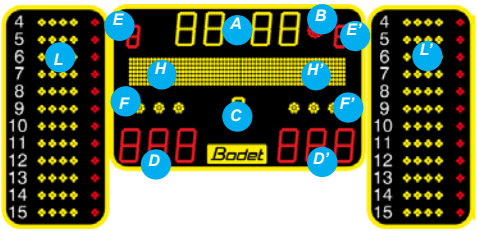
BT6025 / BT6125 / BT6225 / BT6325 Evolution



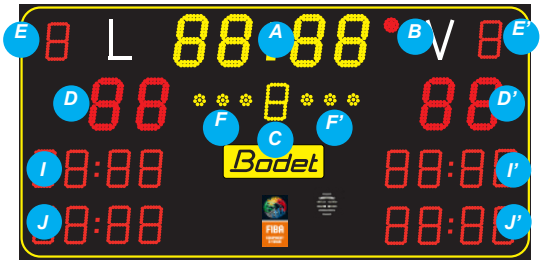
BT6120 / BT220 Club



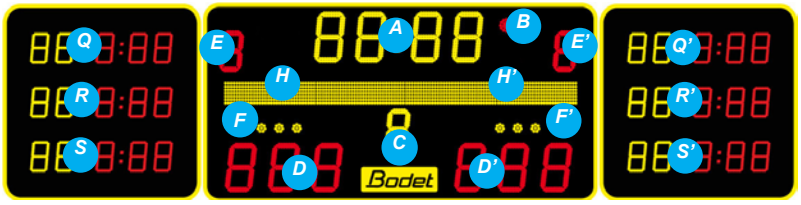
BT6015 / BT6215 Club



BT6120 PLUS

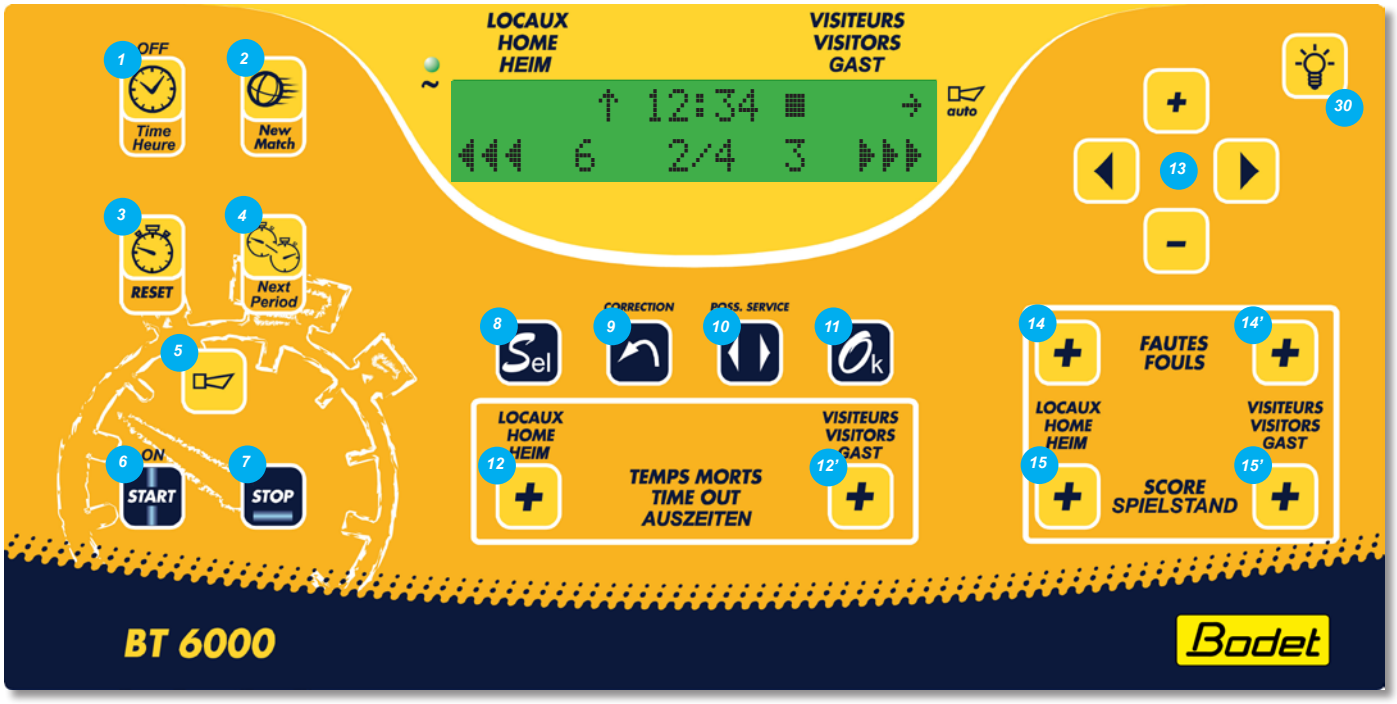


BT6625 Evolution



Designation	Index
Minutes - seconds timer parametrable duration.	A
Timer stopped indicator.	B
Period number (E for extra time).	C
Scores LOC/VISIT.	D and D'
Unused.	E and E'
Extra time 1 or 3 points.	F and F'
Team names.	H and H'
Unused.	I and I'
Unused.	J and J'
Inutilisé.	K and K'
Unused.	P and P'
Unused.	Q and Q'
Unused.	R and R'
Unused.	S and S'

Main keyboard

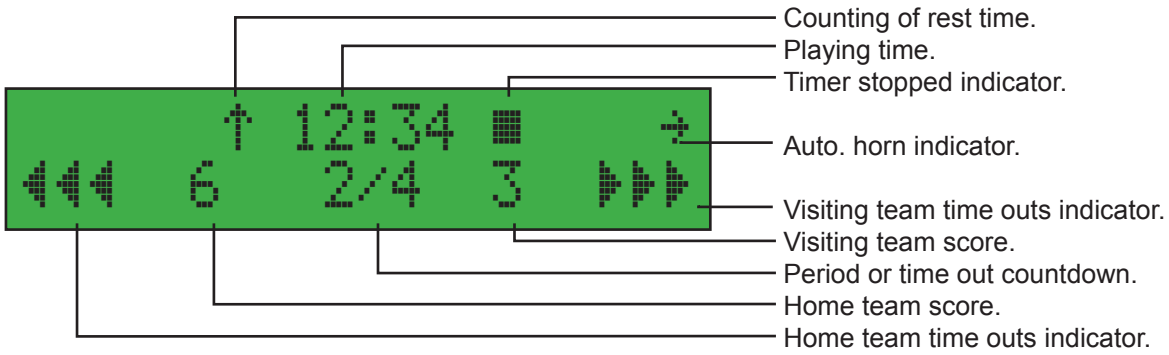


Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Timer reset: reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls.	3
Go to the next time period.	4
Activates or stop the horn immediately. Press duration = horn duration.	5
Start the timer.	6
Stop the timer.	7
Access to the sport configuration.	8
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Unused.	10
In match mode : restart new match if hold down > 3 s. In sport configuration : validate the parameters and exit.	11
3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods.	12 and 12’
Navigation keys. Navigation keys. When starting a sport : + and – keys enable modification of the playing time.	13
Unused.	14 and 14’
Add 1 point to the scores HOME/VISIT.	15 and 15’
Luminosity adjustment of scoreboard and possession time display.	30

Sport rules	Designation
Netball 1: 4 x 15 min	Game in 4 periods of 15 minutes - 3 time outs of 1 minute - Auto. horn.
Netball 2: 2 x 20 min	Game in 2 periods of 20 minutes - 3 time outs of 1 minute - Auto. horn.

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU



Between the game periods

- Countdown of rest times if programmed.
- Reset of scores in black if correction score to zero.

N.B.: rest times can be stopped during the working out by pressing on "Start/Stop" key and the time break on "time break" key corresponding. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing "Start/Stop" key.

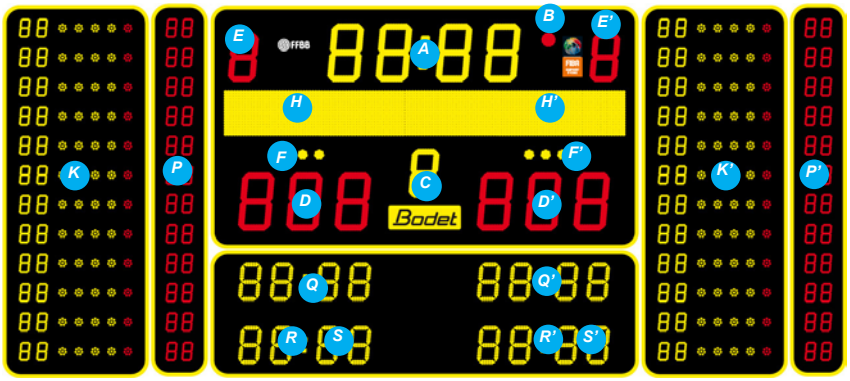
Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

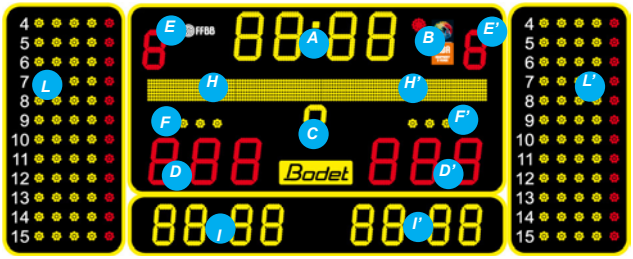
Rule 1	Rule 2	Parameters	Description
Period duration /Game : 15 min	20 min	1 to 90 minutes	Select game period duration.
Period Number /Game : 4	2	1 to 9 periods	Select number of game period.
Time out duration : 60 sec	60 sec	0 to 99 seconds	Select time out duration.
Horn before time out end : 10 sec	10 sec	0 to 99 seconds	If = 0, no automatic horn. If > 0, signal with a short blast at the next end of time out.
Extra time duration : 0 min	0 min	0 to 90 minutes	Selection of extra time period of match if there is a tie. If = 0, no extra time.
Keep display result : 60sec	60 sec	0 to 60 seconds by step of 10 sec	Maintains display of the last period for a programmable time if the break time is not counted down.
Horn duration : 3 sec	3 sec	0 to 5 seconds	If = 0, no automatic horn. If > 0, limit the duration of the horn's ringing for reduce the sound level in the room.
Factory data load : No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.

BT6030 / BT6130 / BT6230 / BT6330 / BT6530

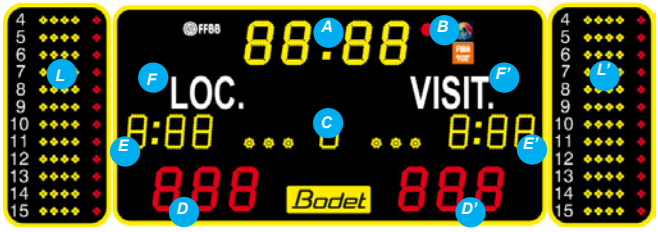


BT6425 / BT6525 Evolution

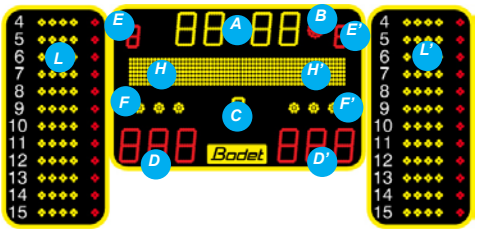
BT6025 / BT6125 / BT6225 / BT6325 Evolution



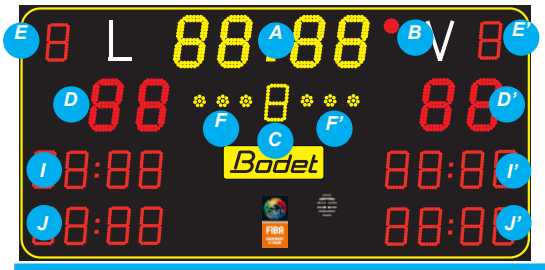
BT6120 / BT220 Club



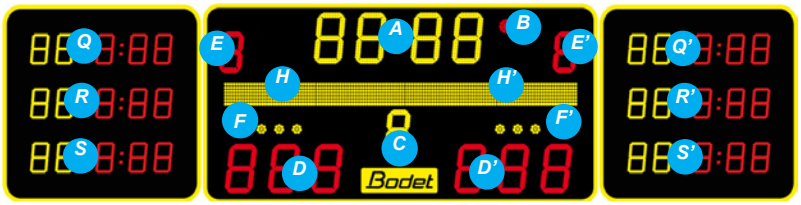
BT6015 / BT6215 Club



BT6120 PLUS



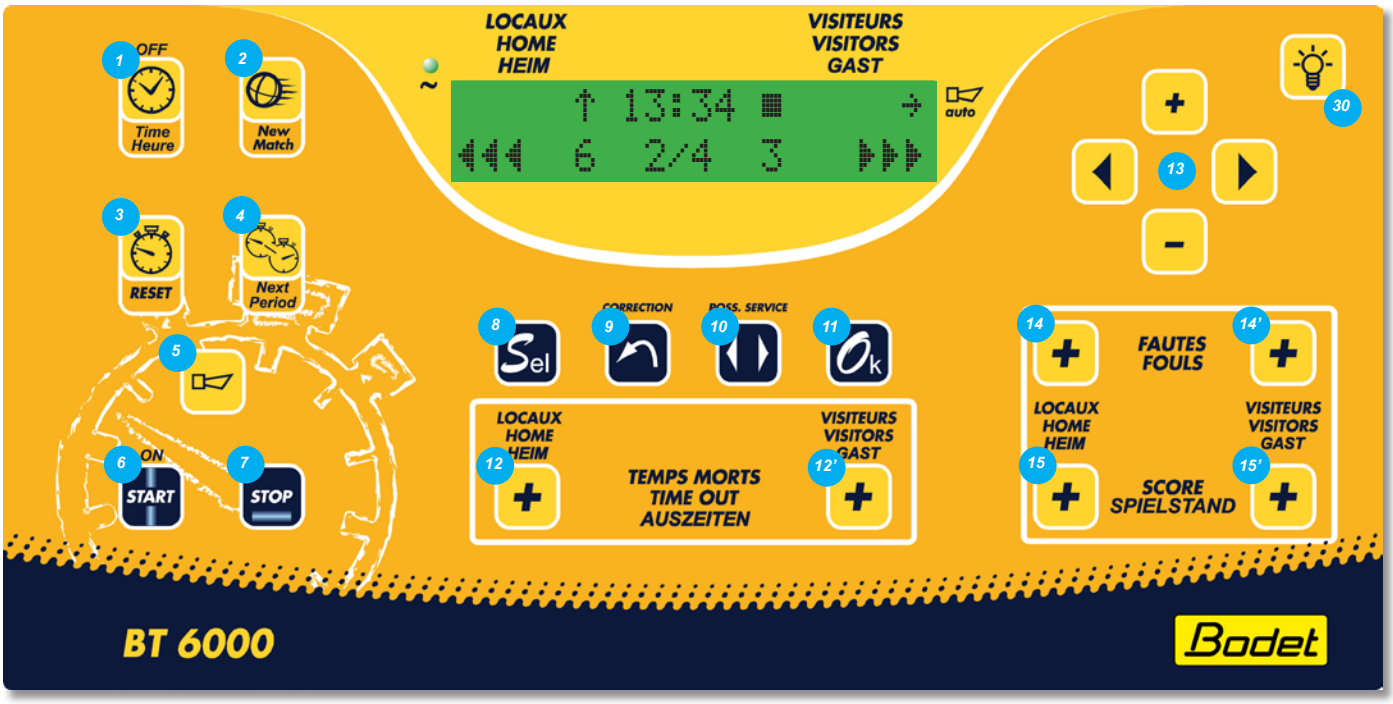
BT6625 Evolution



Designation	Index
Minute-second timer. Countdown of intervals of play.	A
Timer stopped indicator.	B
Period number (E for extra time).	C
Scores LOC/VISIT.	D and D'
Number of penalties. 1 dash by penalty. Display of penalty countdown HOME/VISIT, only for BT6120.	E and E'
3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods.	F and F'
Team names.	H and H'
First penalty countdown HOME/VISIT (*).	I and I'
Second penalty countdown HOME/VISIT (*).	J and J'
Unused.	K and K'
Unused.	P and P'
First penalty countdown with player number HOME/VISIT.	Q and Q'
Second penalty countdown with player number HOME/VISIT.	R and R'
Third penalty countdown with player number HOME/VISIT.	S and S'

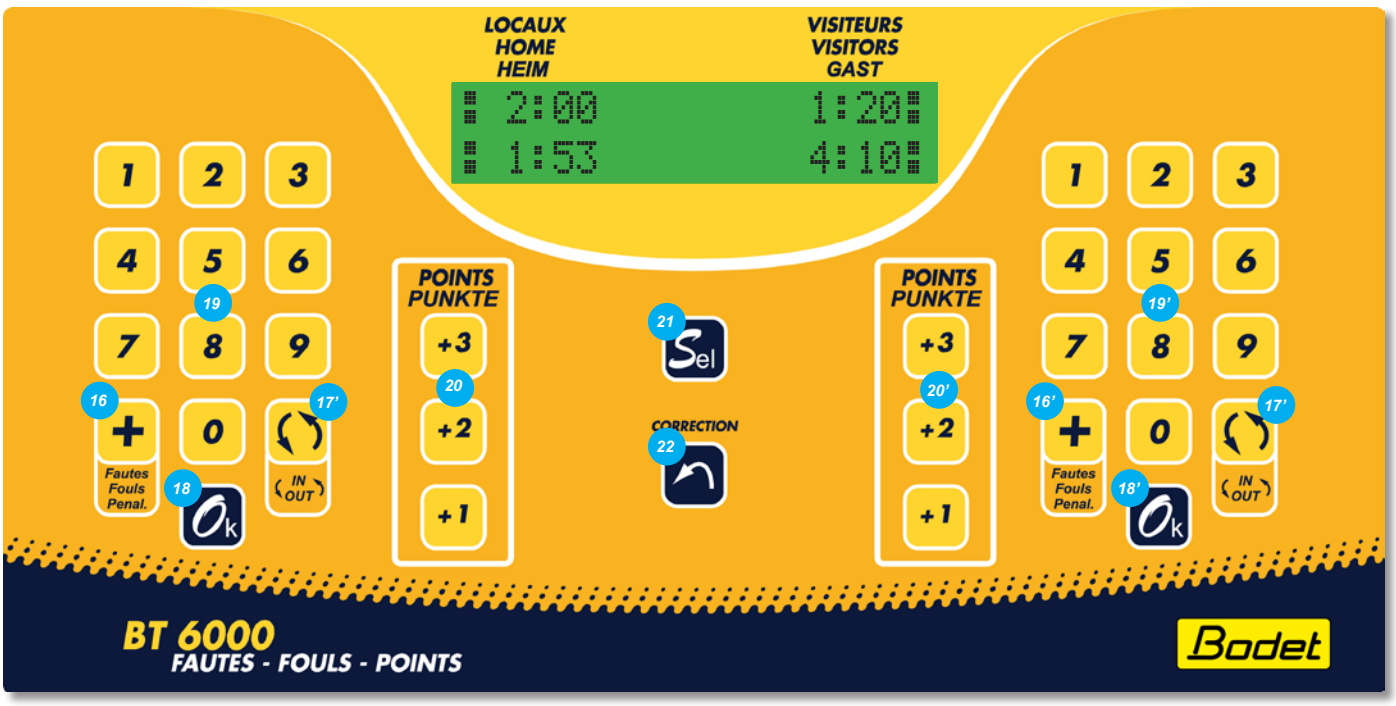
(*) Even if the scoreboard cannot display the penalty countdown the information is visible on the keyboard.

Main keyboard



Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls.	3
Go to the next time period.	4
Activates or stop the horn immediately. Press duration = horn duration.	5
Start the timer.	6
Stop the timer.	7
Access to the sport configuration.	8
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Unused.	10
In match mode : restart new match if hold down > 3 s. In sport configuration: validate the parameters and exit.	11
Time out allocation HOME/VISIT. Automatic stop at the end of the countdown or when a relevant key is pressed.	12 and 12’
Navigation keys. Navigation keys. When starting a sport : + and – keys enable modification of the playing time.	13
Penalty allocation HOME/VISIT (inactive when a secondary keyboard is connected). Press simultaneously the 2 relevant keys to allocate simultaneously one penalty to each team.	14 and 14’
Add 1 point to the scores HOME/VISIT.	15 and 15’
Luminosity adjustment of scoreboard and possession time display.	30

Secondary keyboard



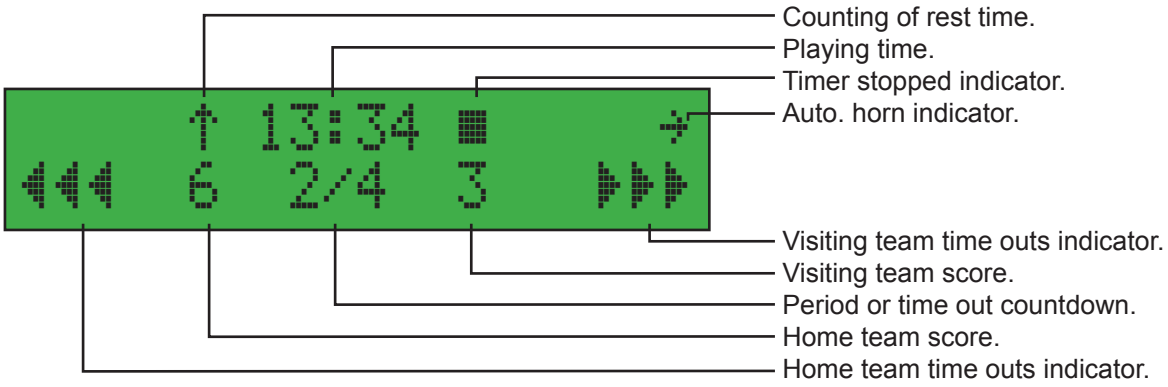
Designation	Index
Unused.	16 and 16’
Unused.	17 and 17’
Unused.	18 and 18’
Keypad to start a penalty. Key in 1,2 or 3 to start a 2-minute penalty. Key in 4,5 or 6 to start a major penalty (programmable value: 4 minutes).	19 and 19’
Unused.	20 and 20’
Unused.	21
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	22

The secondary keyboard is used with the BT6125, BT6225, BT6325, BT6130, BT6230 and BT6330 only. The SCORE (15) (15’) and FOULS (14) (14’) keys of the main keyboard are then inactive.

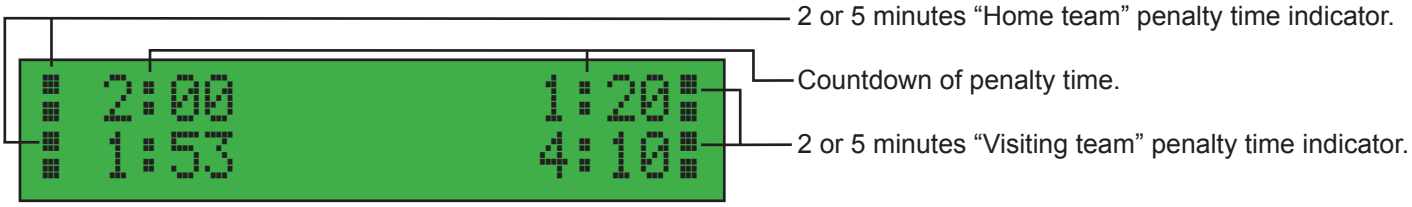
Sport rules	Designation
Rink Hockey 1: 2 x 25 min	Game in 2 periods of 25 minutes - Reset of chrono at end of period - TM per period of 60 seconds - Auto. horn.
Rink Hockey 2: 2 x 25 min	Game in 2 periods of 25 minutes - Reset of chrono at end of period - TM per period of 60 secondes - Auto. horn.

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU



Secondary foul console VDU



Between the game periods

- Reset of time out indicators.
- Countdown of rest times if programmed (display at timer position), only between the second and the third period. Timer stopped indicator is active.

N.B.: rest time can be stopped during the working out by pressing on STOP key and the time outs on TIME OUT key corresponding. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing START key.

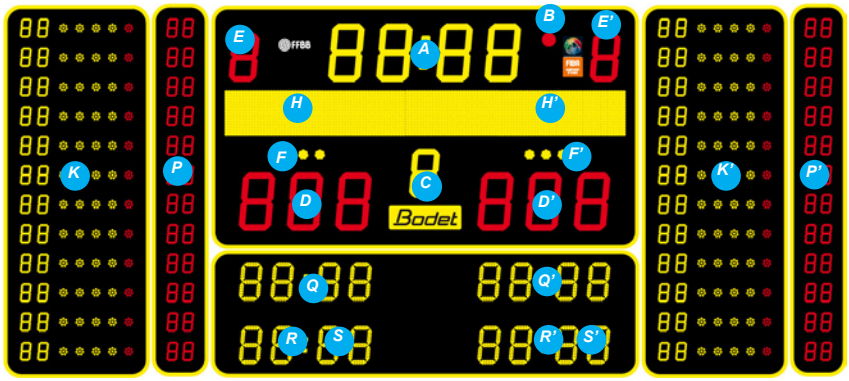
Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

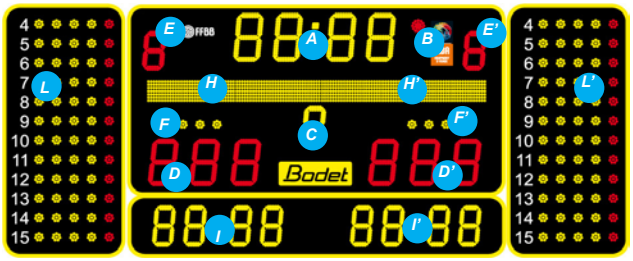
Rule 1	Rule 2	Parameters	Description
Period duration /Game : 25 min	25 min	1 to 90 minutes	Select game period duration.
Count-up timer : Yes	Yes	Yes or No	Choice of the chronometer in count-up and count-down.
Period Number /Game : 2	2	1 to 9 periods	Select number of game period.
Half time duration : 0 min	0 min	0 to 90 minutes	If = 0, no automatic countdown. If > 0, countdown of programmed duration at the end of the period after 20 seconds.
Horn before time brk end : 0 sec	0 sec	0 to 99 seconds	If = 0, no automatic horn. If > 0, signal with a short blast the next start of match. Press “Start” to launch this countdown.
Time out duration : 60 sec	60 sec	0 to 99 seconds	Select time out duration.
Horn before time out end : 10 sec	10 sec	0 to 99 seconds	If = 0, no automatic horn. If > 0, signal with a short blast at the next end of time out.
Extra time duration : 15 min	15 min	0 to 90 minutes	Selection of extra time period of match if there is a tie. If = 0, no extra time.
Major penality duration : 4 min	4 min	1 to 9 minutes	Programmable penalty duration.
Keep display result : 60sec	60 sec	10 to 60 seconds by step of 10 sec.	Maintains display of the last period for a programmable time if the break time is not counted down.
Factory data load : No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.

BT6030 / BT6130 / BT6230 / BT6330 / BT6530

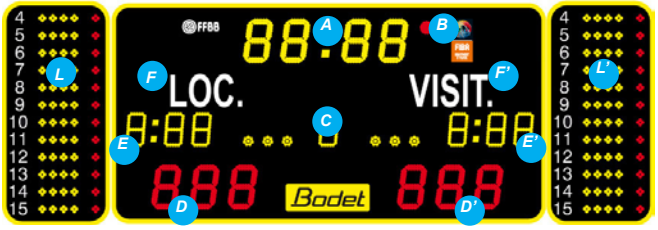


BT6425 / BT6525 Evolution

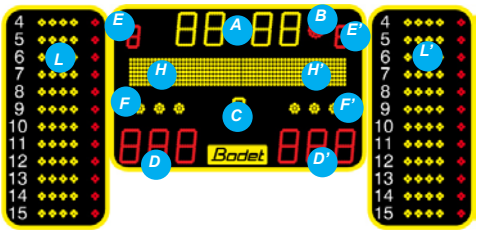
BT6025 / BT6125 / BT6225 / BT6325 Evolution



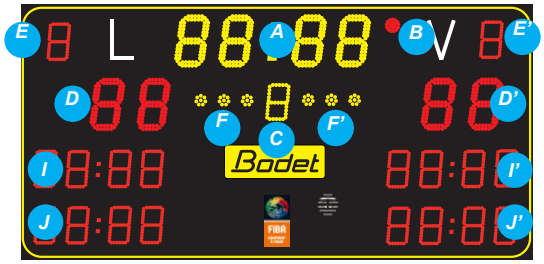
BT6120 / BT220 Club



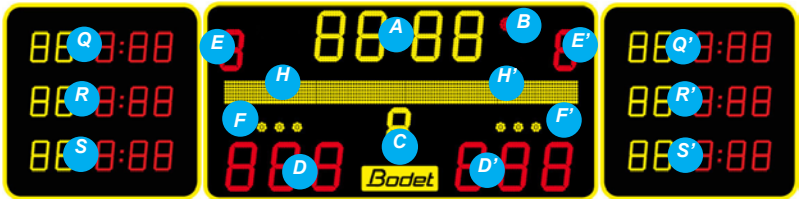
BT6015 / BT6215 Club



BT6120 PLUS



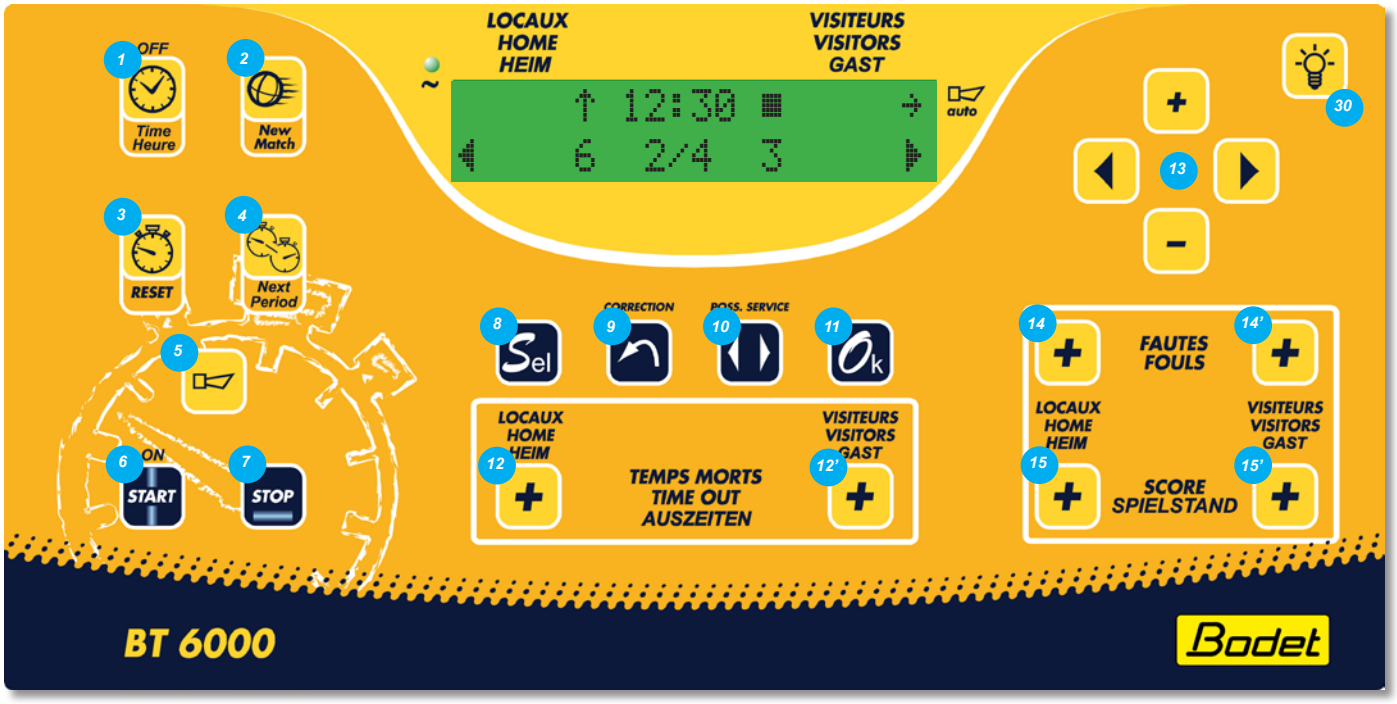
BT6625 Evolution



Designation	Index
Minute-second timer.	A
Timer stopped indicator.	B
Period number (E for extra time).	C
Scores LOC/VISIT.	D and D’
Unused.	E and E’
3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods.	F and F’
Team names.	H and H’
First penalty countdown HOME/VISIT (*).	I and I’
Second penalty countdown HOME/VISIT (*).	J and J’
Unused.	K and K’
Unused.	P and P’
First penalty countdown with player number HOME/VISIT.	Q and Q’
Second penalty countdown with player number HOME/VISIT.	R and R’
Third penalty countdown with player number HOME/VISIT.	S and S’

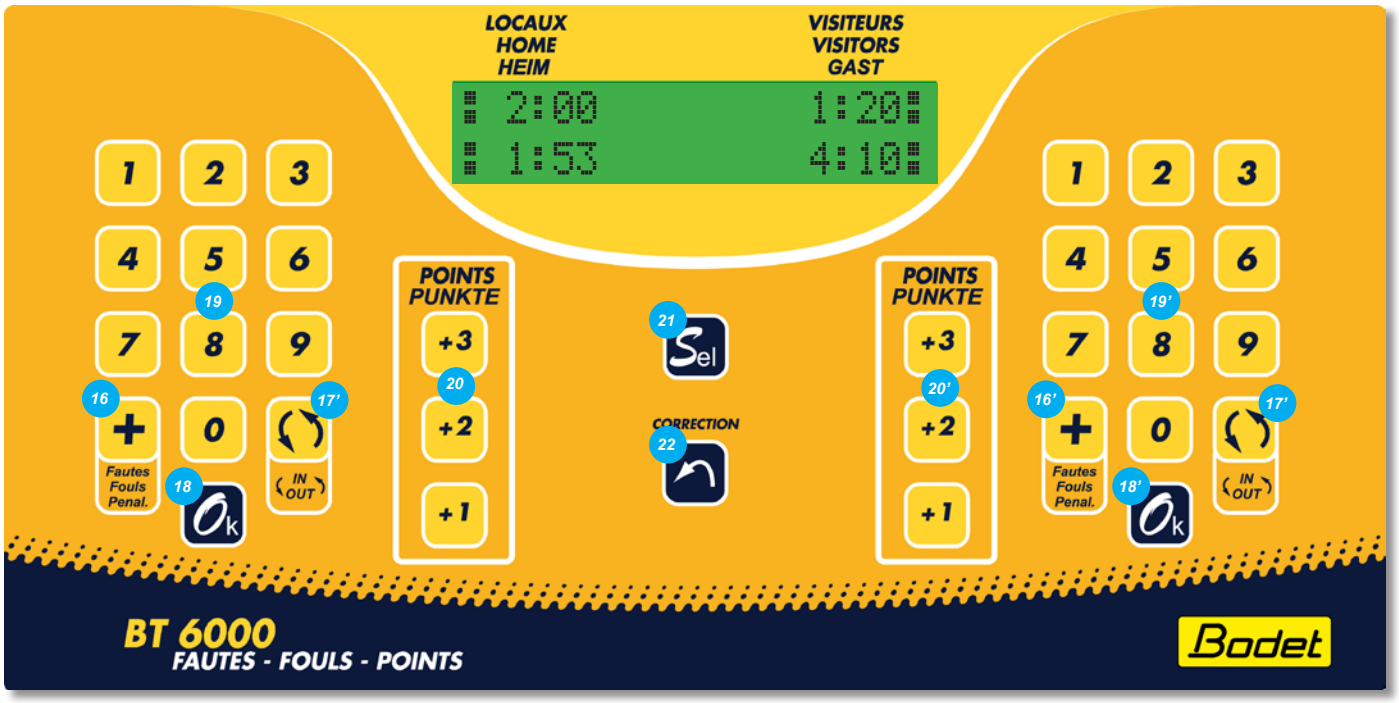
(*) Even if the scoreboard cannot display the penalty countdown the information is visible on the keyboard.

Main keyboard



Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls.	3
Go to the next time period.	4
Activates or stop the horn immediately. Press duration = horn duration.	5
Start the timer.	6
Stop the timer.	7
Access to the sport configuration.	8
Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Unused.	10
In match mode: restart new match if hold down > 3 s. In sport configuration: validate the parameters and exit.	11
3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods.	12 and 12’
Navigation keys. Modification of the duration of the assigned penalty by pressing the + and - keys (from 2 minutes to 10 minutes).	13
Penalty allocation HOME/VISIT (inactive when a secondary keyboard is connected). Press simultaneously the 2 relevant keys to allocate simultaneously one penalty to each team.	14 and 14’
Add 1 point to the scores HOME/VISIT.	15 and 15’
Luminosity adjustment of scoreboard and possession time display.	30

Secondary keyboard



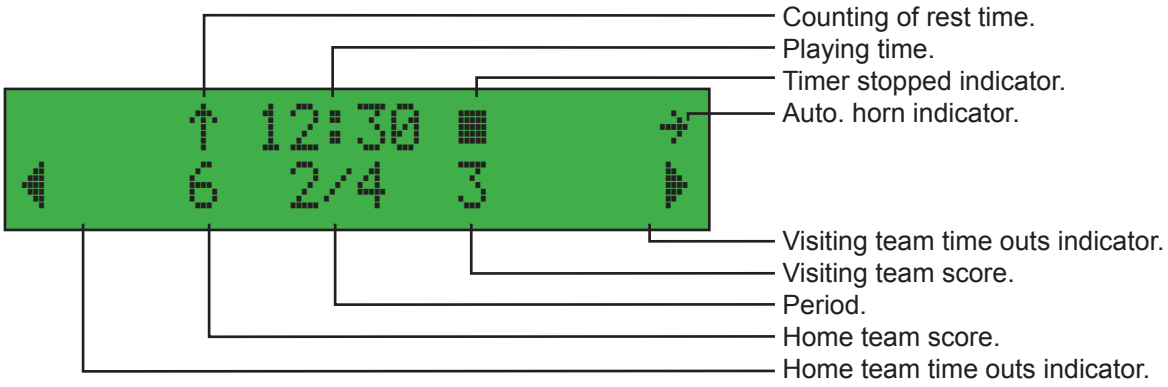
Designation	Index
Assignment of a penalty LOC/VISIT.	16 and 16’
Unused.	17 and 17’
Unused.	18 and 18’
Keypad to enter the player’s number and the penalty duration.	19 and 19’
Unused.	20 and 20’
Unused.	21
Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	22

The SCORE (15) (15’) and FOULS (14) (14’) keys of the main keyboard are then inactive.

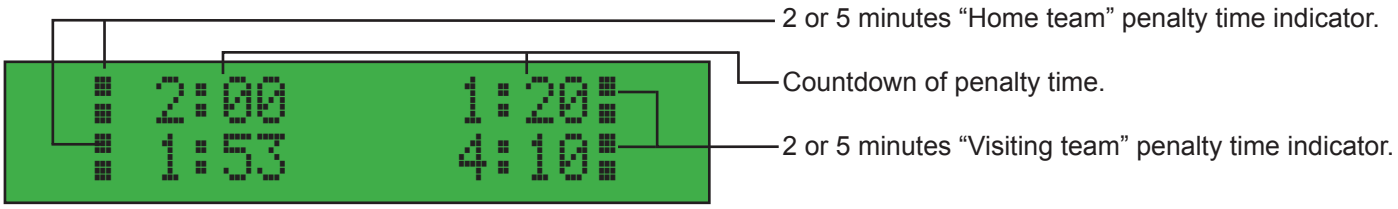
Sport rules	Designation
Floorball 1: 3 x 20 min	Game in 3 periods of 20 minutes - TM per team per period of 30 seconds - Auto. horn.
Floorball 2: 4 x 15 min	Game in 4 periods of 15 minutes - TM per team per period of 30 seconds - Auto. horn.

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU



Secondary foul console VDU



Between the game periods

- Reset of time out indicators.
- Countdown of rest times if programmed (display at timer position), only between the second and the third period. Timer stopped indicator is active.

N.B.: rest time can be stopped during the working out by pressing on STOP key and the time outs on TIME OUT key corresponding. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing START key.

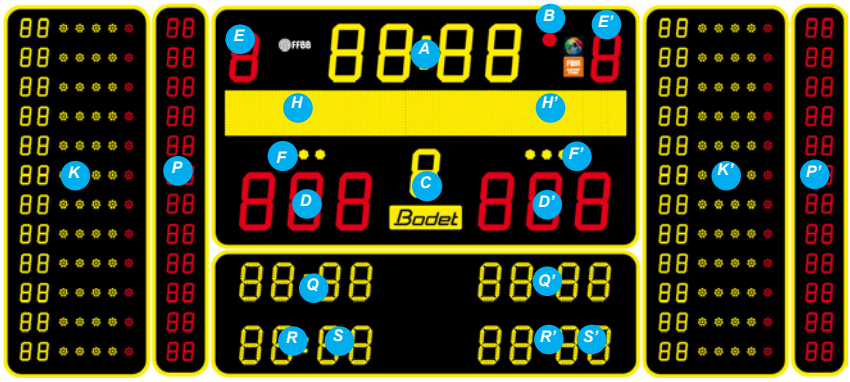
Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

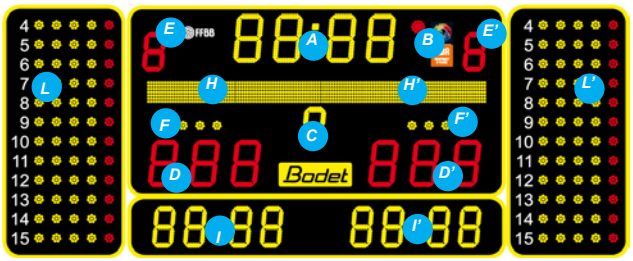
Rule 1	Rule 2	Parameters	Description
Period duration /Game : 20 min	15 min	1 to 90 minutes	Select game period duration.
Period Number /Game : 3	4	1 to 9 periods	Select number of game period.
Auto time break duration : 10 min	10 min		Selection of duration of each time break. If = 0, no extra time.
Horn before time brk end : 0 sec	0 sec		If = 0, no automatic horn. If > 0, signal with a short blast at the next end of time out.
Time out duration : 30 sec	30 sec		Selection of time out duration. If = 0, no extra time.
Horn before time out end : 10 sec	10 sec	0 to 99 seconds	If = 0, no automatic horn. If > 0, signal with a short blast at the next end of time out.
Extra time duration : 0 min	0 min	0 to 90 minutes	Selection of extra time period of match if there is a tie. If = 0, no extra time.
Keep display result : 30 sec	30 sec	10 à 60 seconds by step of 10 sec	Maintains display of the last period for a programmable time if the break time is not counted down.
Factory data load : No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.

BT6030 / BT6130 / BT6230 / BT6330 / BT6530

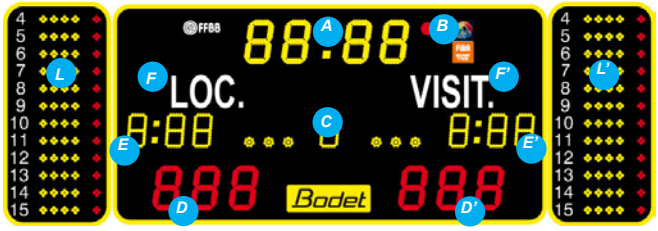


BT6425 / BT6525 Evolution

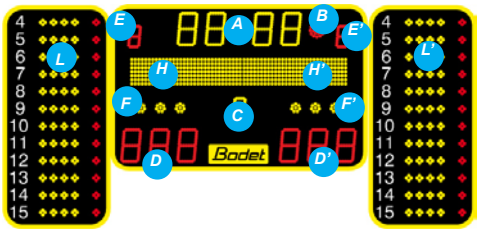
BT6025 / BT6125 / BT6225 / BT6325 Evolution



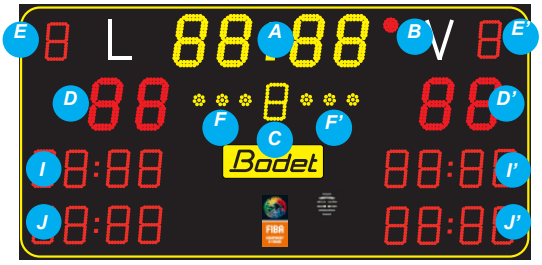
BT6120 / BT220 Club



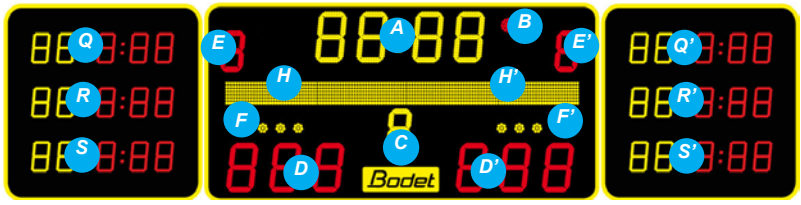
BT6015 / BT6215 Club



BT6120 PLUS

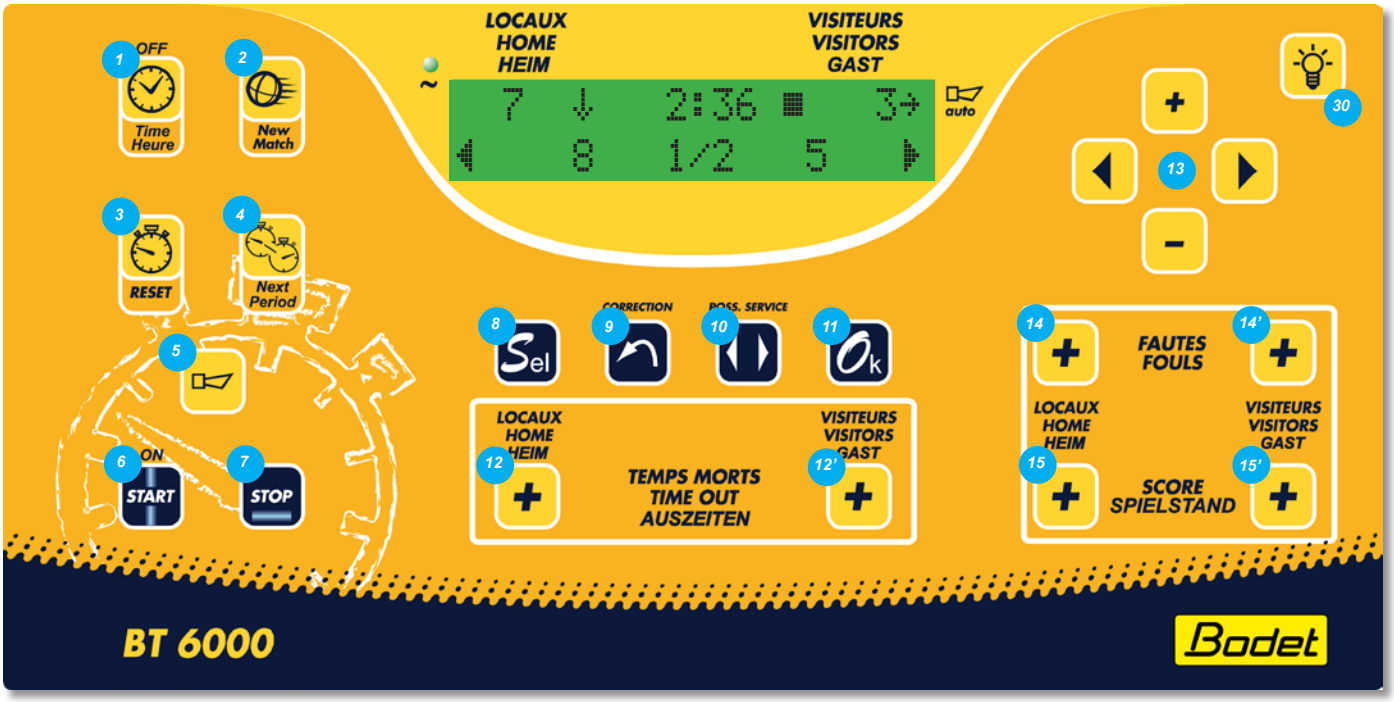


BT6625 Evolution



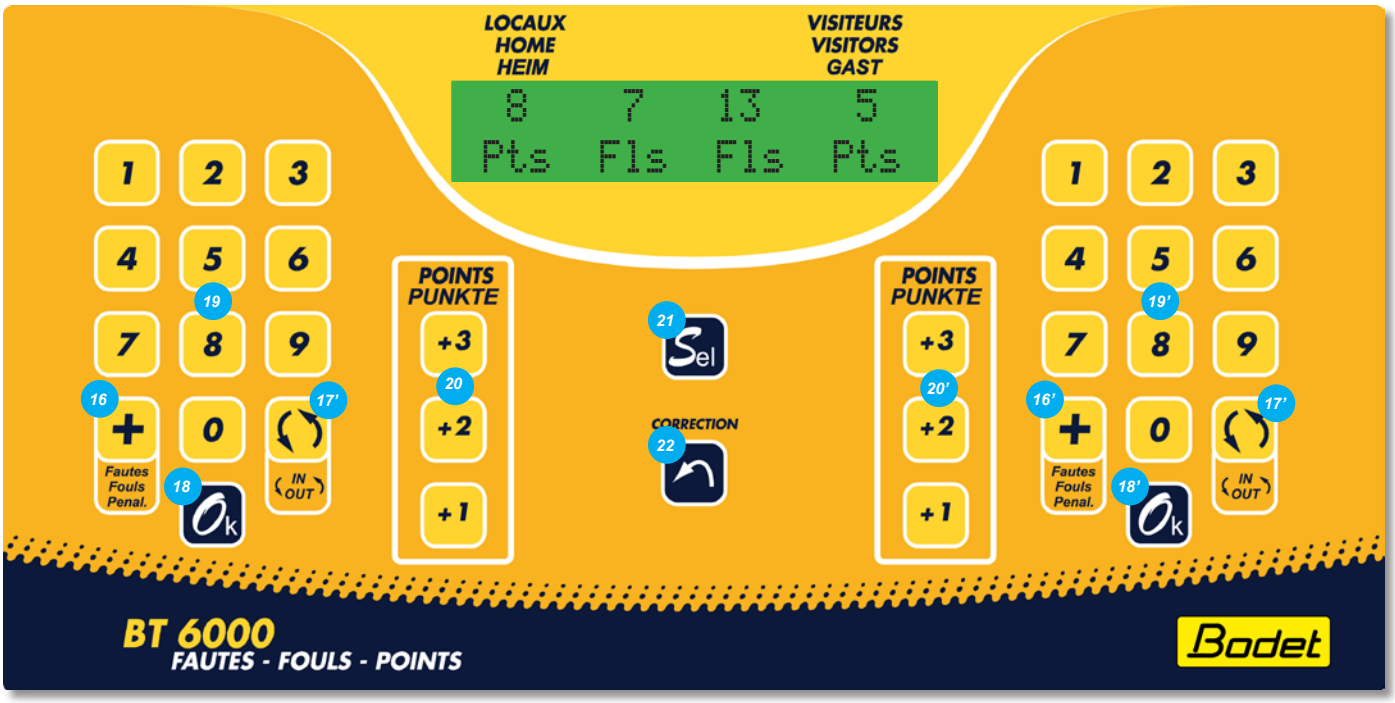
Designation	Index
Minute-second timer. Countdown of intervals of play.	A
Timer stopped indicator.	B
Period number.	C
Scores from 0 to 999 HOME/VISIT.	D and D'
Team fouls HOME/VISIT (0 to 9). Reset to zero between the game periods.	E and E'
3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods.	F and F'
Players names.	G and G'
Team names.	H and H'
Brief display of last player foul HOME/VISIT (player's number/number of fouls).	I and I'
Time out countdown HOME/VISIT.	J and J'
Player fouls HOME/VISIT with programmable player's numbers.	K and K'
Player fouls HOME/VISIT with non programmable player's numbers.	L and L'
Team fouls HOME/VISIT (0 to 99).	P and P'
Brief display of last player foul HOME/VISIT (player's number/number of fouls).	Q and Q'
Unused.	R and R'
Time out countdown HOME/VISIT.	S and S'

Main keyboard



Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if held down > 3 s.	2
Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls.	3
Go to the next time period.	4
Activates or stop the horn immediately. Press duration = horn duration.	5
Start the timer.	6
Stop the timer.	7
Access to the sport configuration.	8
Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Unused.	10
In match mode: restart new match if hold down > 3 s. In sport configuration : validate the parameters and exit.	11
3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods.	12 and 12’
Navigation keys. Navigation keys. When starting a sport : + and – keys enable modification of the playing time.	13
Team foul allocation HOME/VISIT (inactive when a secondary keyboard is connected).	14 and 14’
Add 1 point to the scores HOME/VISIT.	15 and 15’
Luminosity adjustment of scoreboard and possession time display.	30

Secondary keyboard



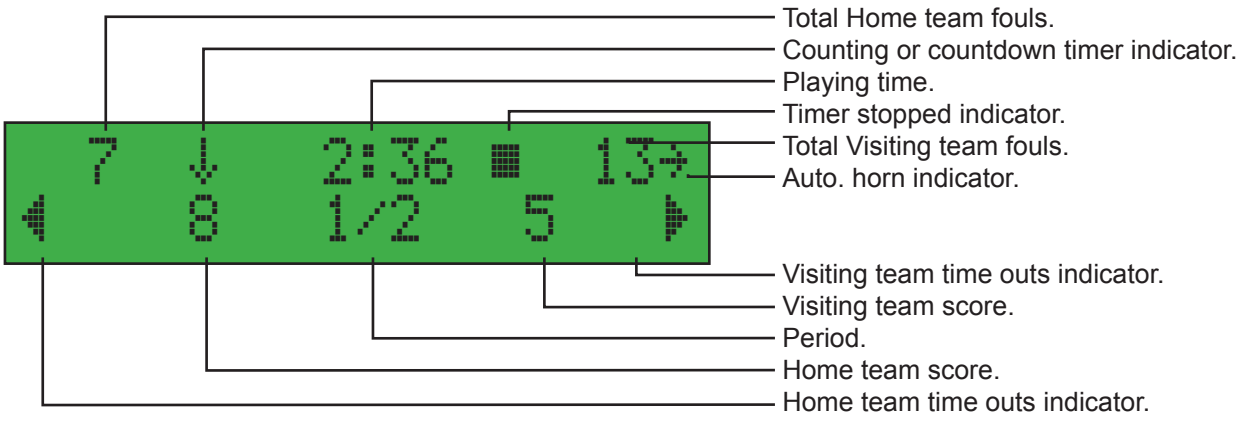
Designation	Index
Activates or stops instantaneously the horn. Press duration = horn duration.	5
Player foul allocation HOME/VISIT.	16 and 16’
Unused.	17 and 17’
Validate fouls	18 and 18’
Numeric keypad to enter player’s number.	19 and 19’
Unused.	20 and 20’
Unused.	21
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	22

The secondary keyboard is used with the BT6125, BT6225, BT6325, BT6130, BT6230 and BT6330 only. The SCORE (15) (15’) and FOULS (14) (14’) keys of the main keyboard are then inactive.

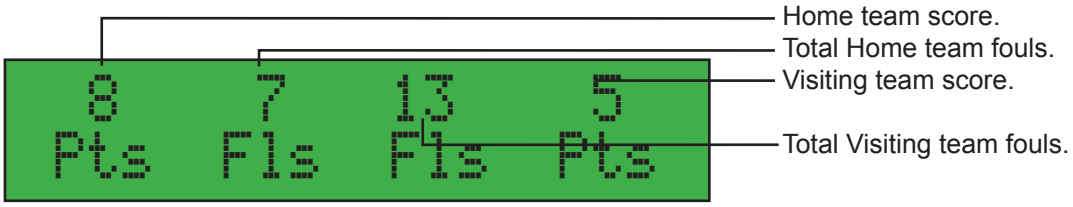
Sport rules	Designation
Futsal 1: 2 x 15 min	Game in 2 periods of 15 minutes - 5 total team fouls per period - 1 TM per team per period of 60 seconds - Rest time of 10 min.
Futsal 2: 2 x 20 min	Game in 2 periods of 20 minutes - 5 total team fouls per period - 1 TM per team per period of 60 seconds - Rest time of 10 min.

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU



Secondary foul console VDU



Between the game periods

- Reset to zero of total team fouls.
- Reset of time out indicators.
- Countdown of rest times if programmed (display at timer position), only between the second and the third period. Timer stopped indicator is active.

N.B.: rest time can be stopped during the working out by pressing on STOP key and the time outs on TIME OUT key corresponding. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing START key.

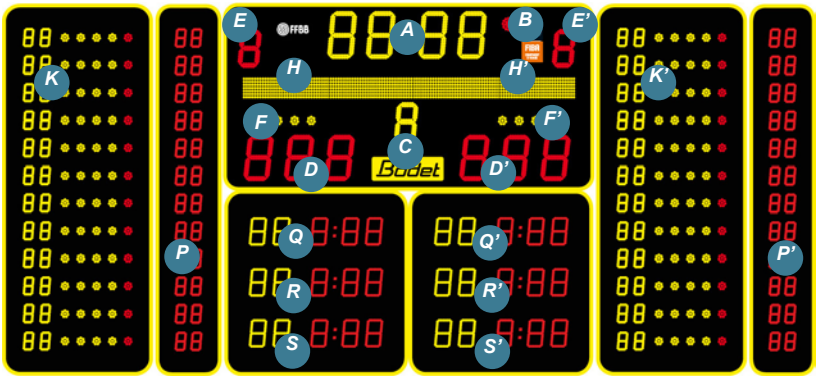
Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

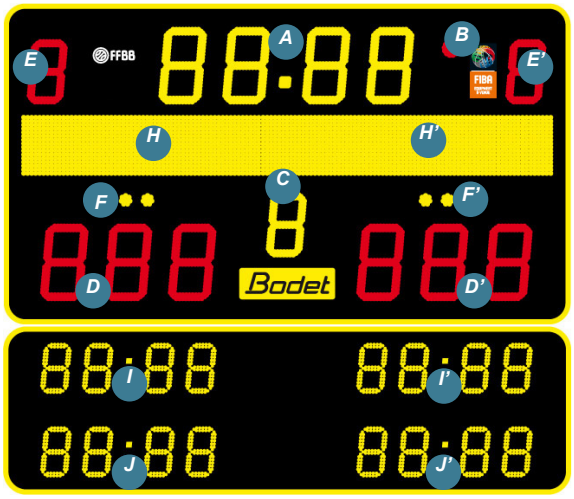
- Press the + or – (13) keys to modify the values of each parameter.
- Press the ► (13) key to scroll down through all the parameters
- Press the ◄ (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

Rule 1	Rule 2	Parameters	Description
Period duration /Game : 15 min	20 min	1 to 90 minutes	Select game period duration.
Count-up timer : Yes	Yes	Yes or No	Choice of the chronometer in count-up and count-down.
Period Number /Game : 2	2	1 to 9 periods	Select number of game period.
Time out duration : 60 sec	60 sec	0 to 99 secondes	Select time out duration.
Horn before time out end : 10 sec	10 sec	0 to 99 seconds	If = 0, no automatic horn. If > 0, signal with a short blast at the next end of time out.
Extra time duration : 5 min	5 min	0 to 90 minutes	Selection of extra time period of match if there is a tie. If = 0, no extra time.
Reset fouls / period : Yes	Yes	Yes or No	If YES, reset to zero of total team fouls. If NO, no reset to zero of total team fouls.
Horn duration : 5 sec	5 sec	0 to 5 seconds	If = 0, no automatic horn. If > 0, limit the duration of the horn's ringing for reduce the sound level in the room.
Keep display result : 30sec	30 sec	10 to 60 seconds by step of 10 sec	Maintains display of the last period for a programmable time if the break time is not counted down.
Factory data load : No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.

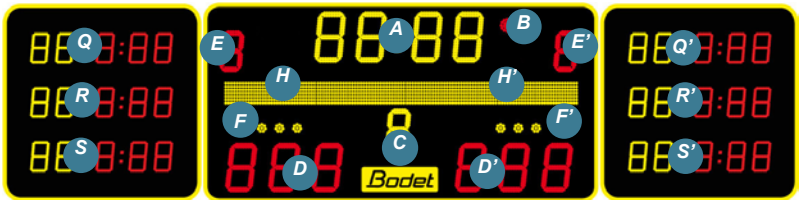
BT6425 / BT6525 Evolution



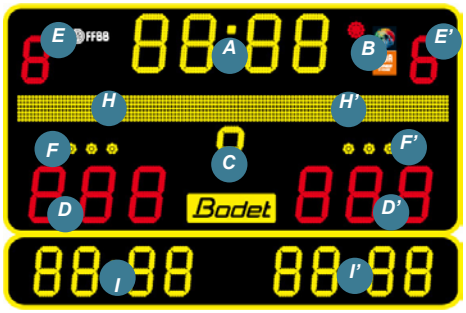
BT6030 / BT6130 Master



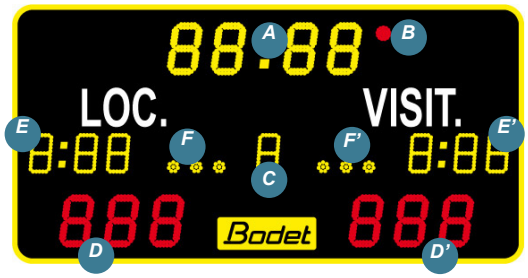
BT6625 Evolution



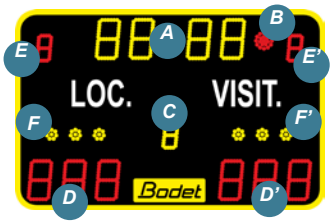
BT6025 / BT6125 Evolution



BT6120 Club

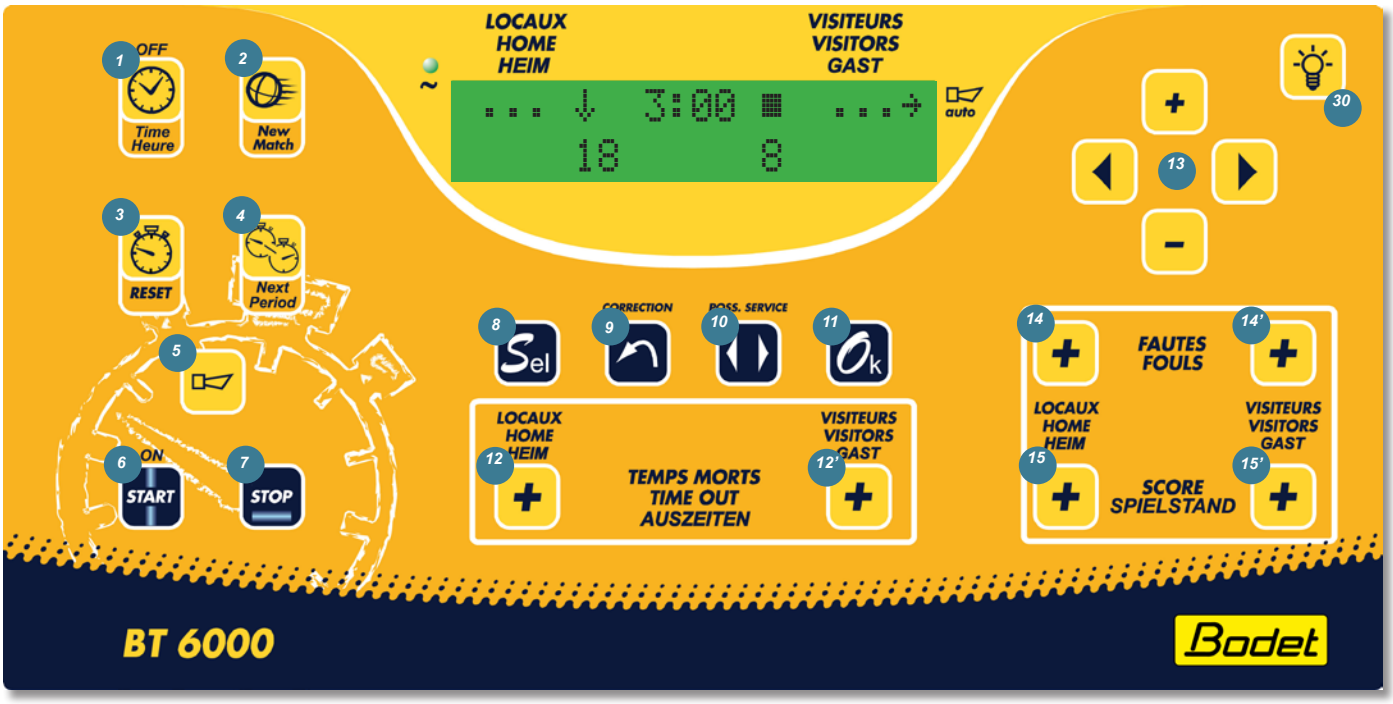


BT6015 Club



Designation	Index
Minute-second timer. Countdown of intervals of play.	A
Timer stopped indicator.	B
Unused.	C
Scores from 0 to 999 HOME/VISIT.	D and D'
Unused.	E and E'
Unused.	F and F'
Unused.	H and H'
Unused.	I and I'
Unused.	J and J'
Unused.	K and K'
Unused.	P and P'
Unused.	Q and Q'
Unused.	R and R'
Unused.	S and S'

Main keyboard

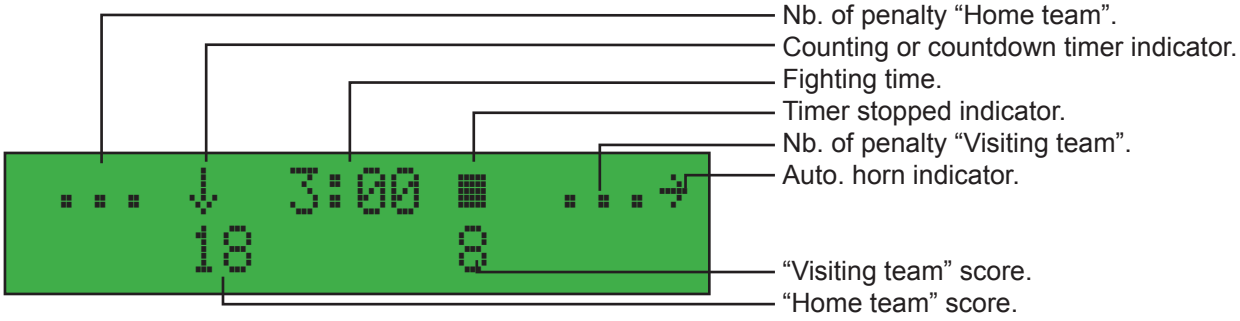


Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls.	3
Go to the next time period.	4
Activates or stop the horn immediately. Press duration = horn duration.	5
Start the timer.	6
Stop the timer.	7
Access to the sport configuration.	8
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Unused.	10
In match mode: restart new match if hold down > 3 s. In sport configuration: validate the parameters and exit.	11
Unused.	12 and 12’
Navigation keys. Navigation keys. When starting a sport : + and – keys enable modification of the playing time.	13
Penalty allocation HOME/VISIT.	14 and 14’
Add 1 point to the scores HOME/VISIT.	15 and 15’
Luminosity adjustment of scoreboard and possession time display.	30

Sport rules	Designation
Wrestling 1:3 x 3min+Time	3 periods of 3 minutes with automatic rest time.
Wrestling 2:3 x 3min+Time	Idem type 1.

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU



Between the game periods

- Reset to zero of the timer.
- Countdown of rest times if programmed.
- Reset of scores in black if correction score to zero.

N.B.: rest time can be stopped during the working out by pressing on STOP key. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing START key.

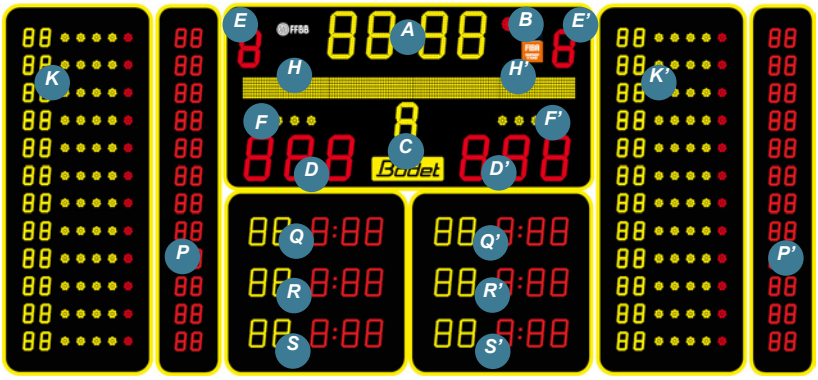
Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

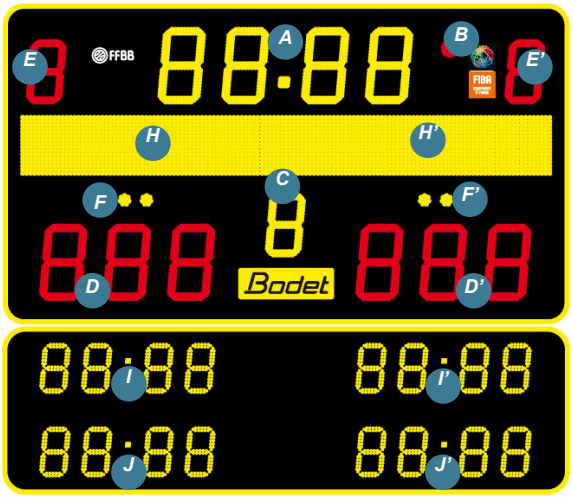
- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

Rule 1	Rule 2	Parameters	Description
Fight period duration : 3 min	3 min	1 to 90 minutes	Selection fight’s periods duration.
Period number / fight : 3	3	1 to 99 periods	Selection fight’s periods number.
Auto horn end round : Yes	Yes	Yes or No	Allow to choose if an automatic horn must ring at the end of the round’s countdown.
Time break duration : 30 sec	30 sec	0 to 990 seconds by step of 10 sec	If = 0, no countdown. If >0, the board will countdown the programmed duration at the end of the round.
Horn before time brk end : 0 sec	0 sec	0 to 99 seconds	Signals with a short warning blast the next starting up of the round.
Penalty number / fight : 3	3	1 to 3	Selection the number of penalty per player managed on the scoreboard.
Factory data load : No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.

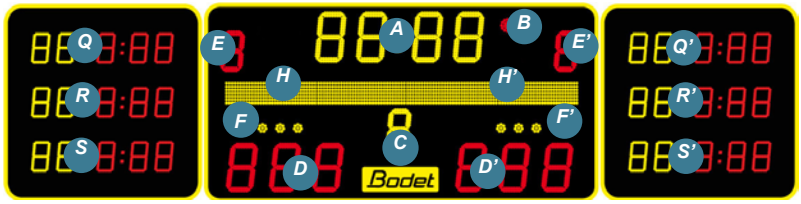
BT6425 / BT6525 Evolution



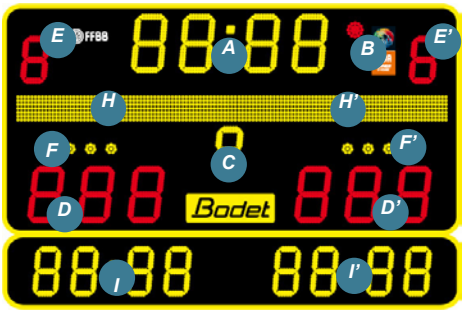
BT6030 / BT6130 Master



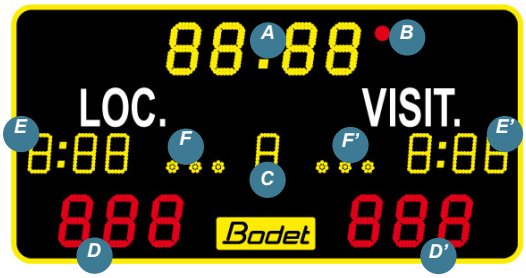
BT6625 Evolution



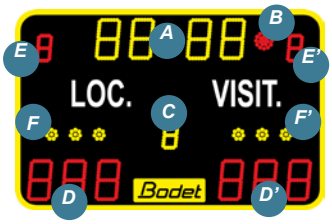
BT6025 / BT6125 Evolution



BT6120 Club

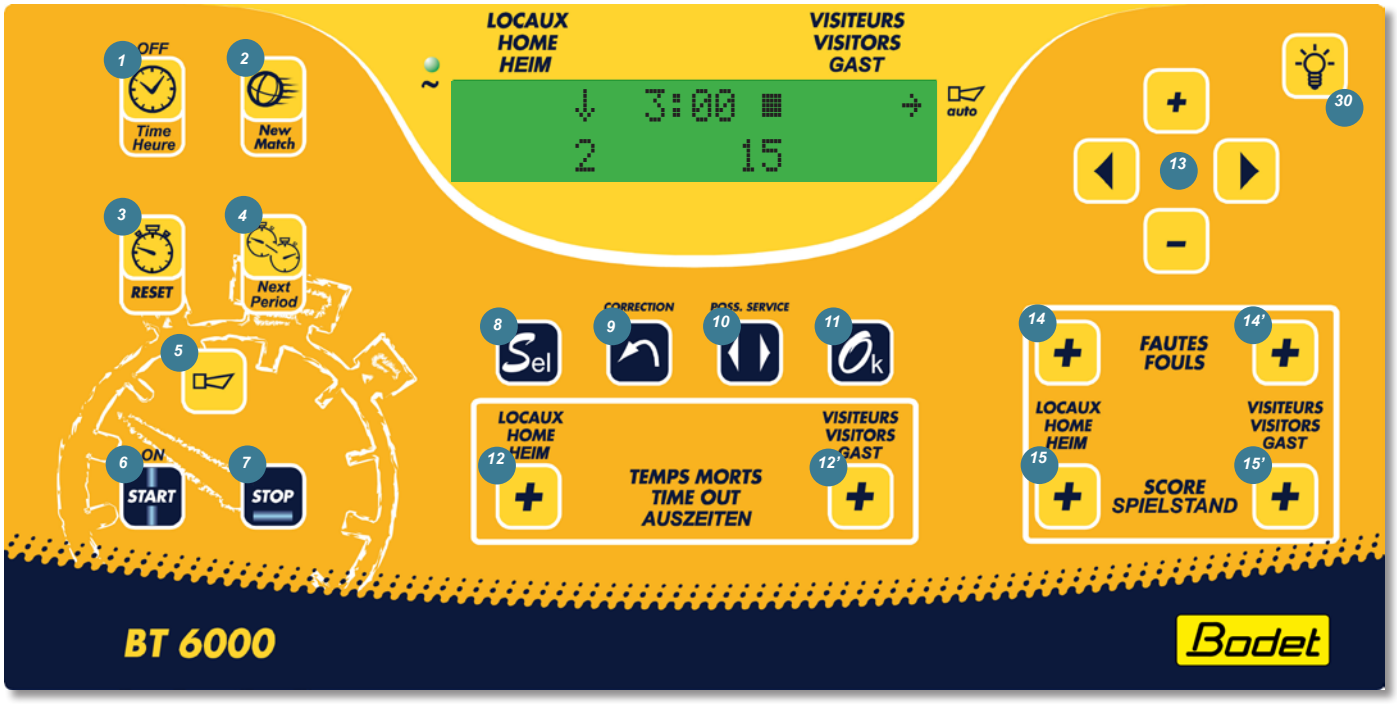


BT6015 Club



Designation	Index
Minute-second timer. Countdown of intervals of play between the rounds.	A
Timer stopped indicator.	B
Unused.	C
Numbre of current rounds (D) and number of total round (D').	D and D'
Unused.	E and E'
Unused.	F and F'
Players' names.	H and H'
Unused.	I and I'
Unused.	J and J'
Unused.	K and K'
Unused.	P and P'
Unused.	Q and Q'
Unused.	R and R'
Unused.	S and S'

Main keyboard

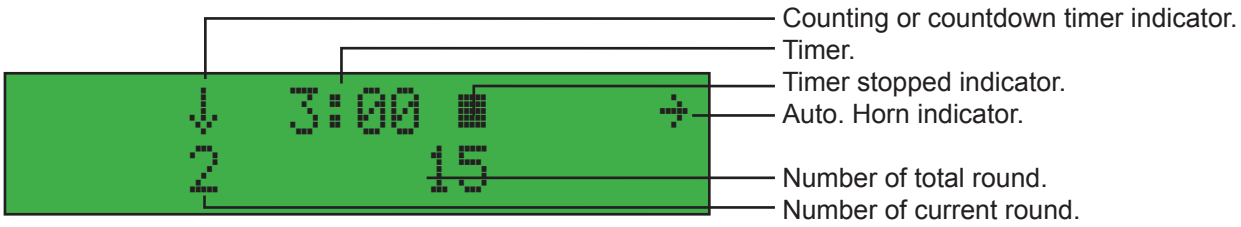


Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls.	3
Go to the next round.	4
Activates or stop the horn immediately. Press duration = horn duration.	5
Start the timer.	6
Stop the timer.	7
Access to the sport configuration.	8
Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Unused.	10
In match mode: restart new match if hold down > 3 s. In sport configuration: validate the parameters and exit.	11
Unused.	12 and 12’
Navigation keys. Navigation keys. When starting a sport : + and – keys enable modification of the playing time.	13
Unused.	14 and 14’
Unused.	15 and 15’
Réglage de la luminosité des panneaux et des afficheurs temps de possession.	30

Sport rules	Designation
Boxing 1:15 x 3 min	Fight of 15 x 3 minute round - Automatic rest time.
Boxing 2: 4 x 3 min	Fight of 4 x 3 minute round - Reset to zero of timer at end of each round - Automatic rest time.

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU



Between rounds

- Reset to zero of the timer.
- Countdown of rest times if programmed.

N.B.: rest times can be stopped during the working out by pressing on "start/Stop" key. At the end of working out of those times, the game timer start up automatically.

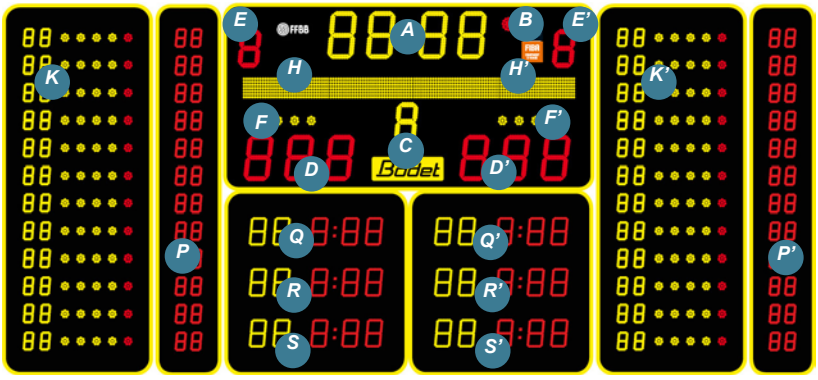
Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

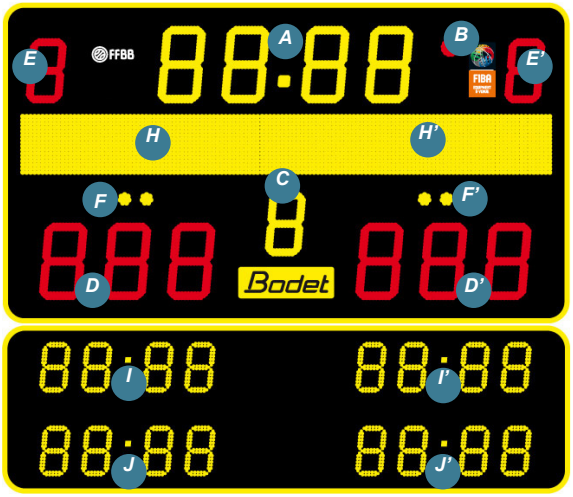
- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

Rule 1	Rule 2	Parameters	Description
Round duration : 3 min	3 min	1 to 999 seconds	Selection the duration of each round.
Round number /match : 15	4	1 to 99 rounds	Selection the number of round per fight.
Auto horn end round : No	Yes	Yes or No	Allow to choose if an automatic horn must ring at the end of the round'sv countdown.
Time break duration : 60 sec	60 sec	0 to 990 seconds	If = 0, no countdown. If > 0, the board will countdown the programmed duration at the end of the round.
Horn before time brk end : 0 sec	0 sec	0 to 99 seconds	Signals with a short warning blast the next end of round.
Factory data load : No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.

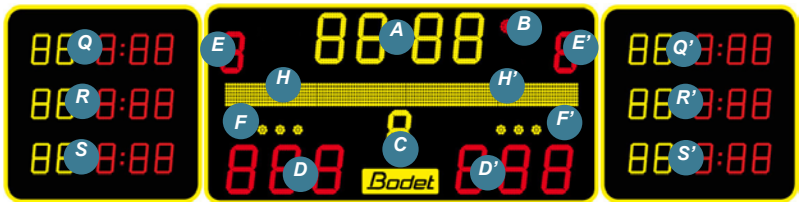
BT6425 / BT6525 Evolution



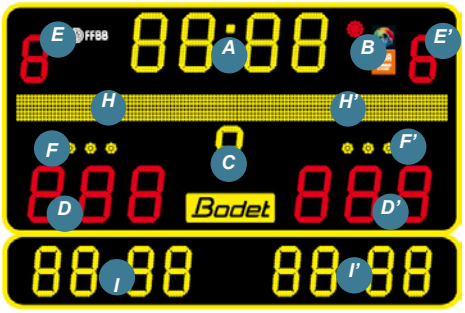
BT6030 / BT6130 Master



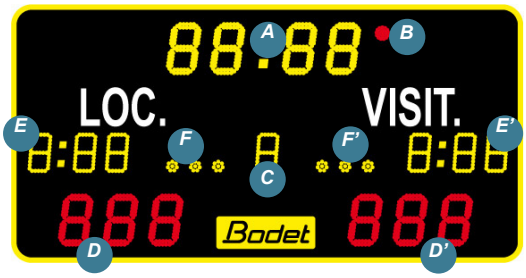
BT6625 Evolution



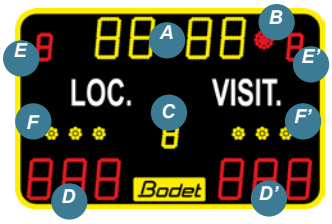
BT6025 / BT6125 Evolution



BT6120 Club



BT6015 Club



Designation	Index
Time display or number of sets won.	A
Timer stopped indicator.	B
Number of the set under way.	C
Points of the current game HOME/VISIT. Service indicator HOME/VISIT.	D and D'
Number of sets won HOME/VISIT.	E and E'
Unused.	F and F'
Players' names.	H and H'
Results of previous sets HOME/VISIT.	I and I'
Results of previous sets HOME/VISIT.	J and J'
Unused.	K and K'
Unused.	P and P'
Results of previous sets HOME/VISIT.	Q and Q'
Results of previous sets HOME/VISIT.	R and R'
Results of previous sets HOME/VISIT.	S and S'

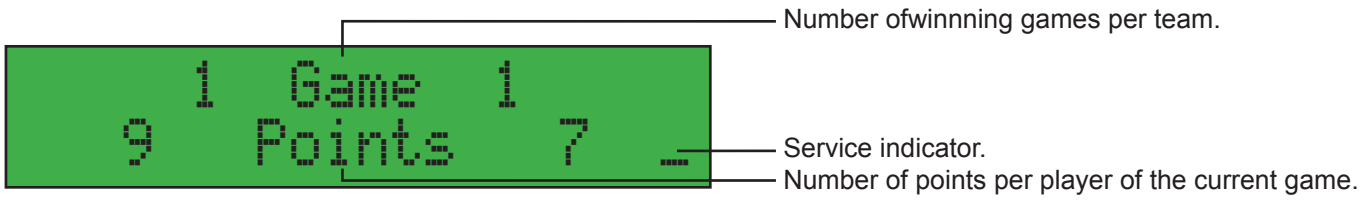
Main keyboard

Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls.	3
Go to the next time period.	4
Unused.	5
Start the timer.	6
Stop the timer.	7
Access to the sport configuration.	8
Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Service allocation HOME/VISIT.	10
In match mode: restart new match if hold down > 3 s. In sport configuration: validate the parameters and exit.	11
Unused.	12 and 12’
Navigation keys. Navigation keys. When starting a sport : + and – keys enable modification of the playing time.	13
Unused.	14 and 14’
Add 1 point to the scores HOME/VISIT.	15 and 15’
Luminosity adjustment of scoreboard and possession time display.	30

Sport rules	Designation
1:3 x Squash 9Pts+Time	3 games of 9 points (2 winning games) with display of the playing time (singles)
2:3 x Squash 9Pts+Time	Idem type 1.

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU



- The service affectation must be manually managed with the “service” key.

Between games

- The rest time is not managed.
- If programmed, the playing time of the match starts up by pressing the “Start” key (the 2 points of the keyboard’s timer are blinking) and stop at the obtaining of the final point (display hour-minute).
- The console’s buzzer can be deactivate in the parameters.
- No automatic horn.

At the end of game in single; match in 9 points

- If 8/8 equality, the operator purpose 1 extra time in 1 or 2 points with the SELECT (8) key. In this case, 1 or 2 blocks are displayed on the scoreboard.

At the end of game in single; match in 15 points

- If 14/14 equality, the operator purpose 1 extra time in 1 or 3 points with the SELECT (8) key. In this case, 1 or 3 blocks are displayed on the scoreboard.

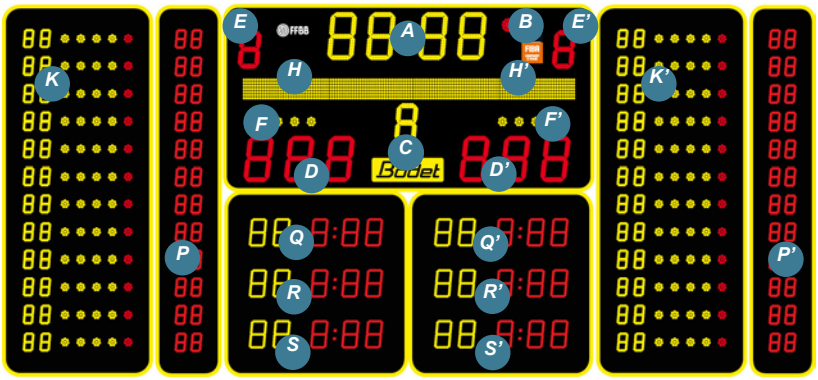
Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

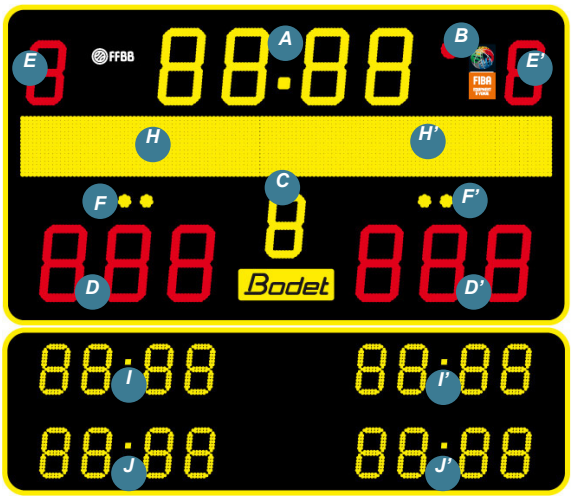
- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

Rule 1	Rule 2	Parameters	Description
Number of sets /game : 3	3	1 to 5 games	Selection the maximum number of set per match.
Nb of points /game : 9	9	1 to 60 points	Selection number of points per set for automatic allocation of the set if 2 points gap.
Extra play number of pts : 2	2	1 to 3 points	Number of purposed points for 1 extra time and winning of the set. 1 point (without extra time) 2 or 3 points.
Buzzer active : Yes	Yes	Yes or No	Yes : press key = activate the console’s buzzer. No : press key = deactivate the console’s buzzer during the match (the allocation of points is quiet).
Display game duration : Yes	Yes	Yes or No	Allow to manage an d display on the board the total playing time of the match. Press the “Start” key at the starting up of the match.
Factory data load : No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.

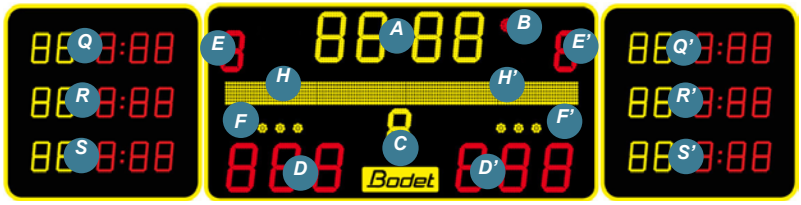
BT6425 / BT6525 Evolution



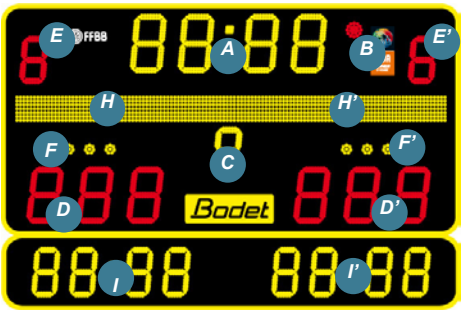
BT6030 / BT6130 Master



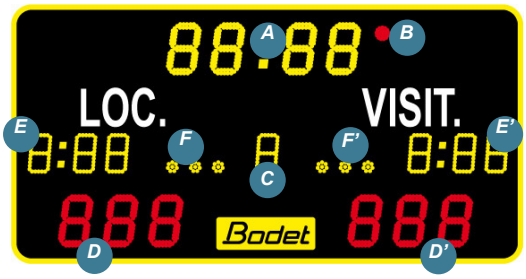
BT6625 Evolution



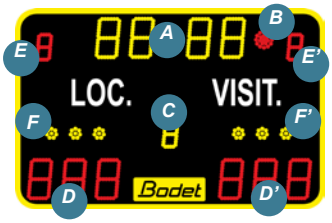
BT6025 / BT6125 Evolution



BT6120 Club



BT6015 Club



Designation	Index
Total points number of the match.	A
Unused.	B
Unused.	C
Points of the current game HOME/VISIT. Service indicator HOME/VISIT.	D and D'
Unused.	E and E'
Unused.	F and F'
Players' names.	H and H'
Unused.	I and I'
Unused.	J and J'
Unused.	K and K'
Unused.	P and P'
Unused.	Q and Q'
Unused.	R and R'
Unused.	S and S'

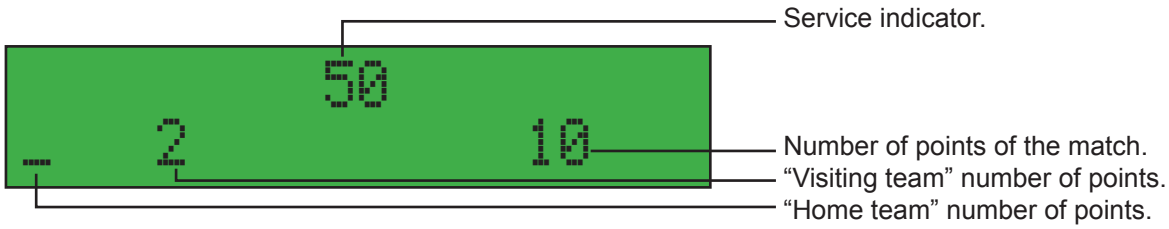
Main keyboard

Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls.	3
Unused.	4
Unused.	5
Unused.	6
Unused.	7
Access to the sport configuration.	8
Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Service allocation HOME/VISIT.	10
In match mode: restart new match if hold down > 3 s. In sport configuration: validate the parameters and exit.	11
Unused.	12 and 12’
Navigation keys. Navigation keys. When starting a sport : + and – keys enable modification of the playing time.	13
Unused.	14 and 14’
Add 1 point to the scores HOME/VISIT.	15 and 15’
Luminosity adjustment of scoreboard and possession time display.	30

Sport rules	Designation
Pelota 1: Partie 50 Pts	Match in 50 points with 2 points gap.
Pelota 2: Partie 50 Pts	Idem 1.

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU



- The scoreboard does manage neither the total duration of the match nor rest times.
- The service affectation must be manually managed with the “service” key.

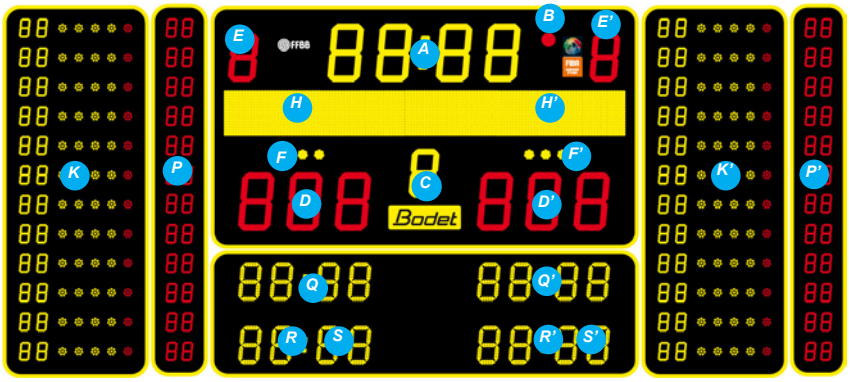
Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters
- Press the LEFT (13) key to scroll up
- Press the OK (11) key to save the new parameters and return to the display of the match.

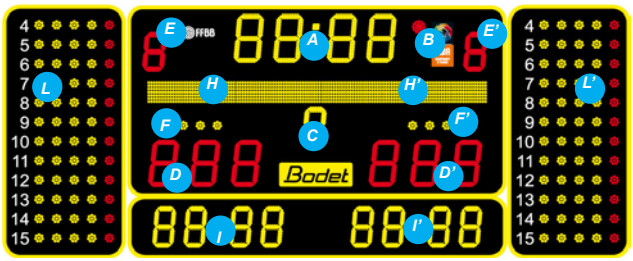
Rule 1	Rule 2	Parameters	Description
Maximum score : 50	50	1 to 99 points	Winning of the match in 50 points with 2 points gap.
Buzzer active : No	No	Yes or No	Yes : press key = activate the console’s buzzer. No : press key = deactivate the console’s buzzer during the match (the points allocation is quiet).
Factory data load : No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.

BT6030 / BT6130 / BT6230 / BT6330 / BT6530

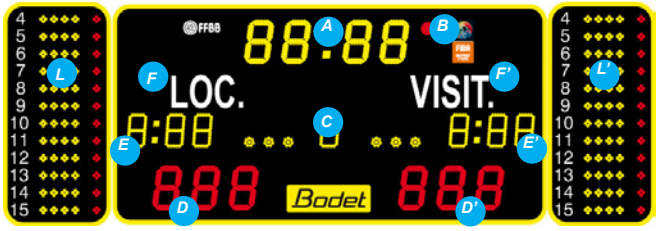


BT6425 / BT6525 Evolution

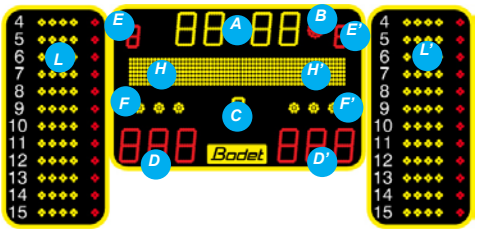
BT6025 / BT6125 / BT6225 / BT6325 Evolution



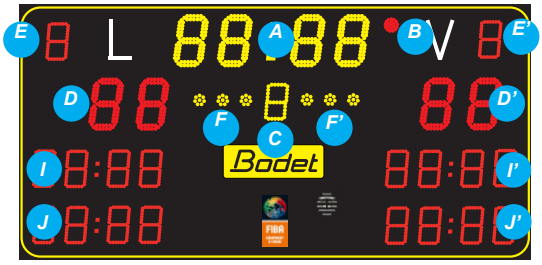
BT6120 / BT220 Club



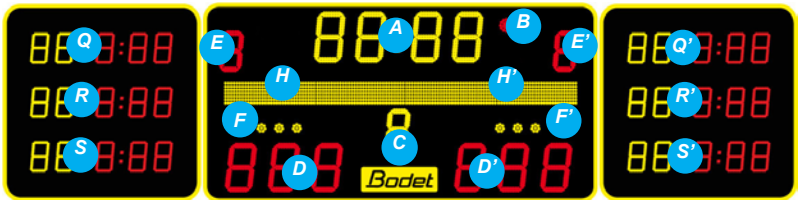
BT6015 / BT6215 Club



BT6120 PLUS

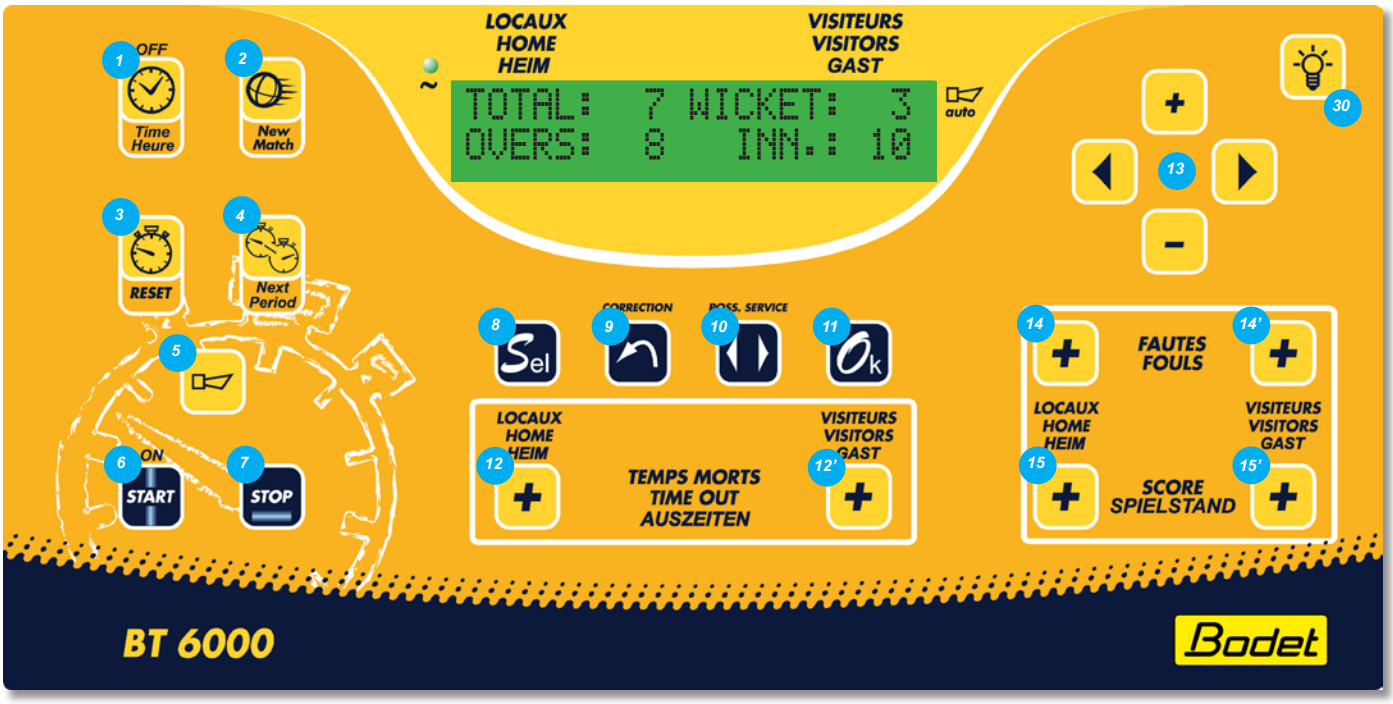


BT6625 Evolution



Designation	Indice
Total.	A
Unused.	B
Unused.	C
Overs.	D
1st Innings.	D'
Unused.	E
Wicket.	E'
Unused.	F et F'
Unused.	H et H'
Unused.	I et I'
Unused.	J et J'
Unused.	K and K'
Unused.	P and P'
Unused.	Q and Q'
Unused.	R and R'
Unused.	S and S'

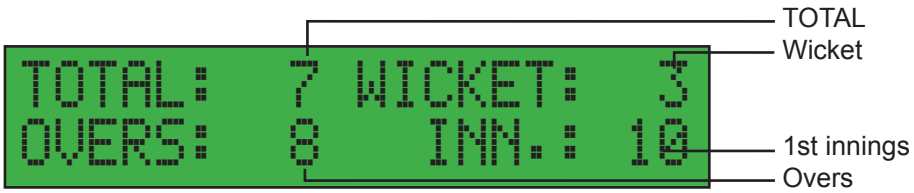
Main keyboard



Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Unused.	3
Transfert the Total score to the First Innings score. Erase Total, Wicket and Overs.	4
Unused.	5
Unused.	6
Unused.	7
Unused.	8
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode. Do not work with Next Period.	9
Unused.	10
In match mode : restart new match if hold down > 3 s. In sport configuration : validate the parameters and exit.	11
Add 1 point to the score Overs	12 and 12’
Navigation keys.	13
Add 1 point to the score Wicket.	14 and 14’
Add 1 point to the score Total.	15 and 15’
Luminosity adjustment of scoreboard and possession time display.	30

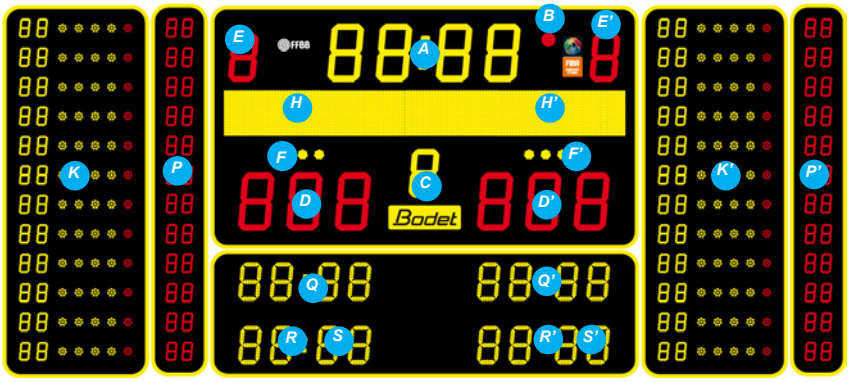
Sport rules	Designation
Cricket Indoor 1: CRICKET INDOOR	Overs, 1st Innings and total from 0 to 999. Wicket from 0 to 99.

Main keyboard VDU



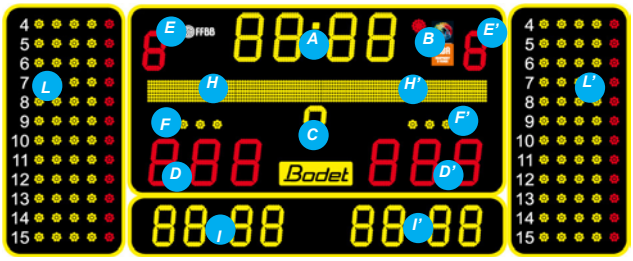
- No configuration menu for Cricket.

BT6030 / BT6130 / BT6230 / BT6330 / BT6530

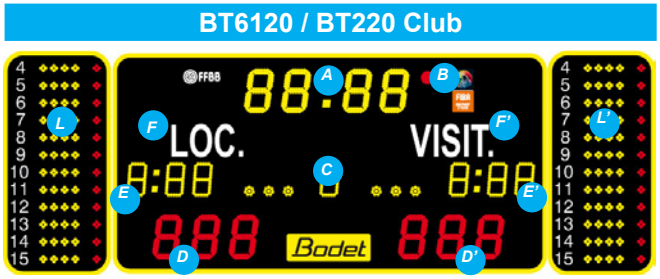


BT6425 / BT6525 Evolution

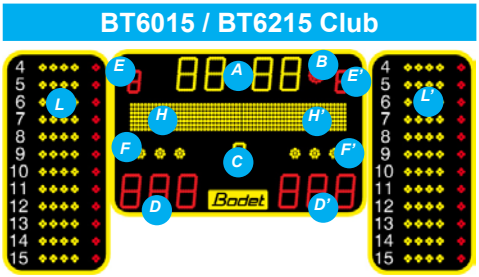
BT6025 / BT6125 / BT6225 / BT6325 Evolution



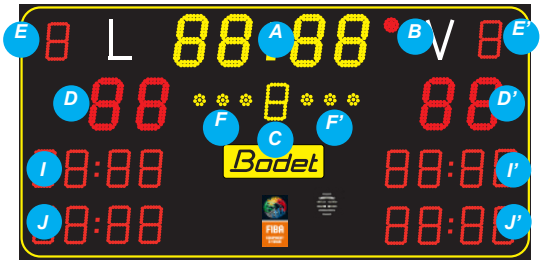
BT6120 / BT220 Club



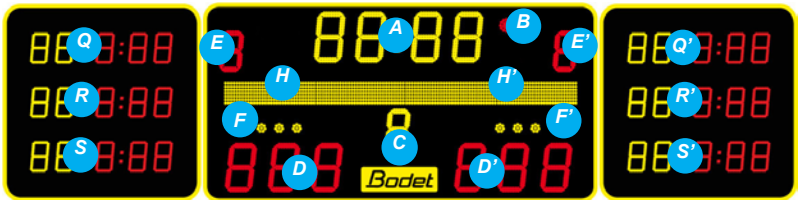
BT6015 / BT6215 Club



BT6120 PLUS



BT6625 Evolution

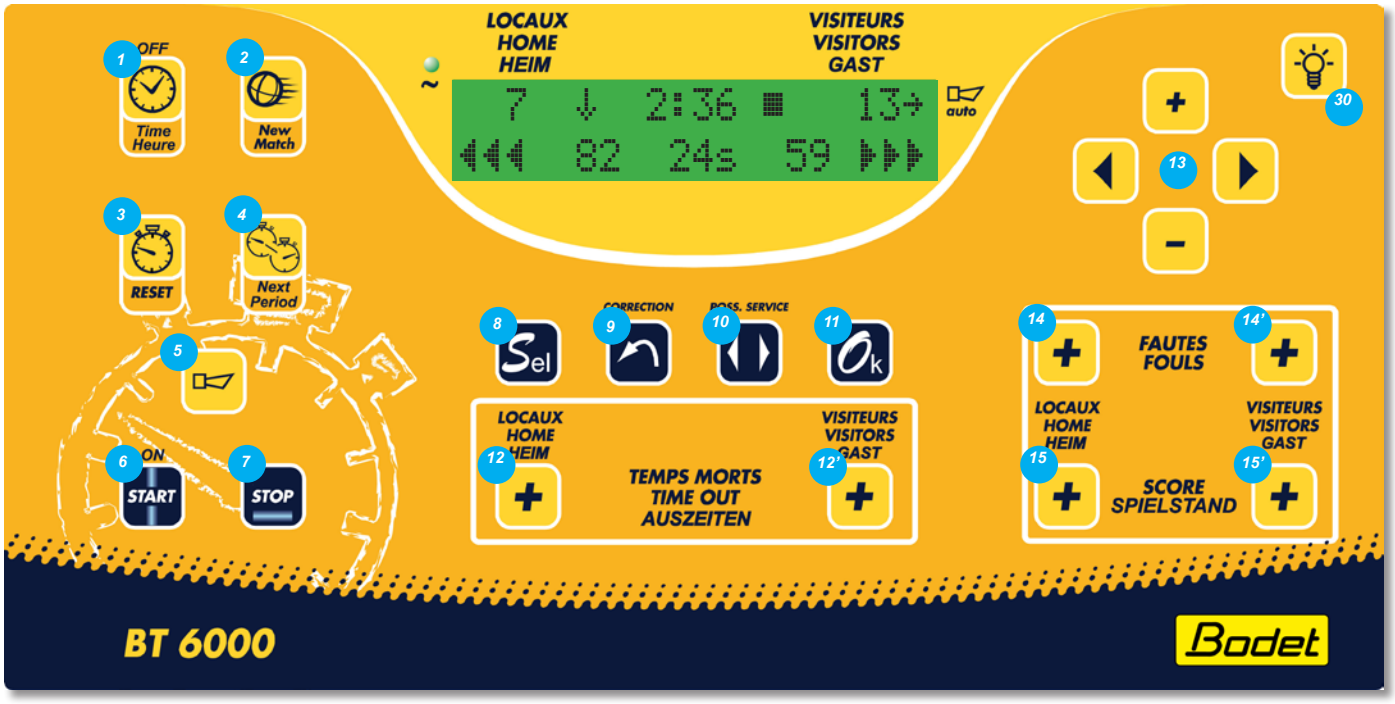


BT6002

BT6006

Designation	Index
Minute-second timer (1/10 of a second display in the last minute). Countdown of intervals of play.	A
Timer stopped indicator.	B
Period number (E for extra time).	C
Scores from 0 to 999 HOME/VISIT.	D and D’
Team fouls HOME/VISIT. Reset to zero between the game periods.	E and E’
3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods.	F and F’
Players names.	G and G’
Team names.	H and H’
Brief display of last player foul HOME/VISIT (player’s number/number of fouls).	I and I’
Time out countdown HOME/VISIT.	J and J’
Player fouls HOME/VISIT with programmable player’s numbers.	K and K’
Player fouls HOME/VISIT with non programmable player’s numbers.	L and L’
Possession time countdown. 1/10 of a second display in the last second.	N
Timer stop indicator.	O
Score per player.	P and P’
Brief display of last player foul HOME/VISIT (player’s number/number of fouls).	Q and Q’
Unused.	R and R’
Time out countdown HOME/VISIT.	S and S’

Main keyboard

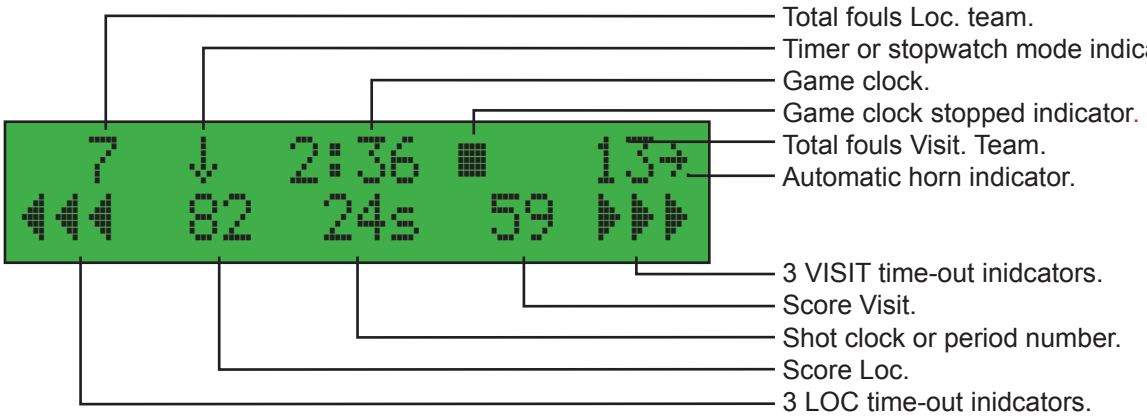


Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls.	3
Go to the next time period (a time period can be either playing time or time break or time before the match).	4
Activates or stop the horn immediately. Press duration = horn duration.	5
Start the timer.	6
Stop the timer.	7
Access to the sport configuration.	8
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Ball possession allocation.	10
In match mode : restart new match if hold down > 3 s. In sport configuration : validate the parameters and exit.	11
Assignment of a time-out LOC/VISIT : - 12 or 12' key: diplay of the set value (default: 60 seconds). - Press OK (11) to start the countdown of the time-out timer. Selection of a 30-second time-out: - 12 or 12' key: diplay of the set value (default: 60 seconds). - Press the (13) key lets you choose between a the default 60-second time-out and a 30-second time-out - Press OK (11)to start the time-out countdown.	12 and 12'
Navigation keys. Before starting a match, + and – keys enable modification of the playing time.	13
Team foul allocation HOME/VISIT.	14 and 14'
Add 1 point to the scores HOME/VISIT (inactive when a secondary keyboard is connected).	15 and 15'
Luminosity adjustment of scoreboard and possession time display.	30

Rule	Designation
Basic sport <1 : 4x10min >	Game in 4 periods of 10 minutes and 4 extratime periods of 5 minutes. 15 minutes rest time. 3 x 60-second time-outs per period. Display: game clock and score.
Basic sport <1 : 4x10min >	Game in 4 periods of 10 minutes and 4 extratime periods of 5 minutes. 15 minutes rest time. 3 x 60-second time-outs per periode. Display: local time and score.

All these parameters can be modified

MAin keyboard VDU



Nota: the rest time can be stopped during the countdown by pressing Stop. The time-out countdown can also be stopped by pressing the appropriateTime-out key (12 or 12'). At the end of these countdowns, the game clock does not restart automatically, the Start key must be pressed.

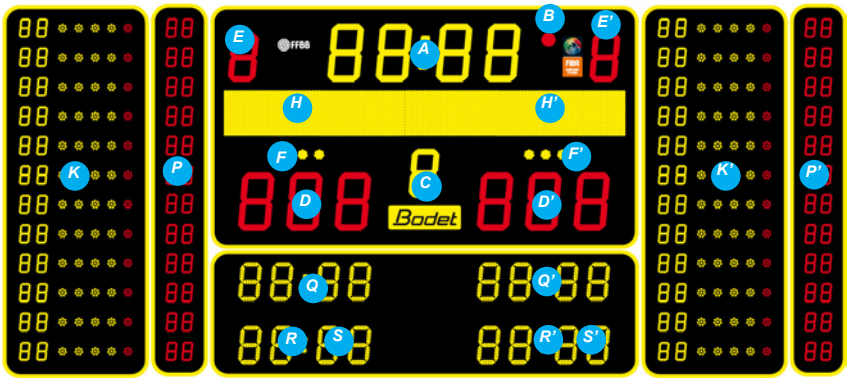
Configuration menu

The preset basic configuration of each game can be modified.
Select and validate a sport and a type of rule. To enter the sport parameter setting menu press the SEL (8) key for 3 sec :

- Modify the value of each parameters with the + and - (13).
- Press the ► key (13) to go to the next parameter.
- Press the ◄ key (13) to go back to the previous parameter.
- Press OK (11).

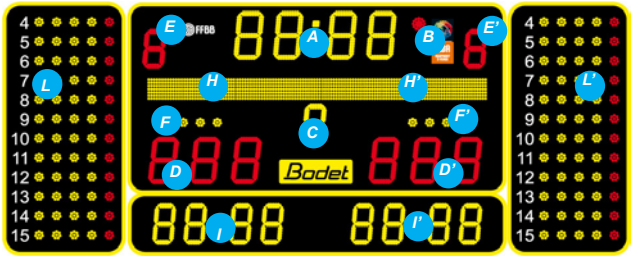
Type 1	Type 2	Parameters	Description
Periode number /Game : 4	4	1 to 10	Selection of a game in 1 to 10 periods
Periode duration /Game : 10 min	10 min	1 to 90 minutes	selection of the duaration of each period.
Chrono in counting : Yes	Yes	Yes or No	Selection of the game clock display. mode: stopwatch or countdown.
Number extra time/ game : 4	4	1 to 10	Number of extra time period
Extra time duration : 5 min	5 min	1 to 50 minutes	Selection of the extra time duration when score tied. 5 minutes extra time renewable if score tied.
Rest time duration : 15 min	15 min	0 to 90 minutes	Rest time duration between periods.
Time out duration : 60 sec	60 sec	1 to 99 seconds	Selection of the time-out duration.
Reset time out periode : Yes	Yes	Yes or No	Reset of the time-outs between periods.
Reset fouls periode : Yes	Yes	Yes or No	Reset of the fouls between periods.
Type display scoreboard : H/S	H/S	H/S or Ch/S	H/S : Local time and score display. Ch/S : Game clock and score display.
Horn duration : 3 sec	3 sec	0 to 5 seconds	= 0, Automatic horn disabled. > 0, to set the minimum duration of the horn in order to reduce the noise level.
Keep display result : 30sec	30 sec	0 to 60 seconds 10 sec steps	Selects the length of time during which the last period display is kept if the automatic rest time is not programmed.
Factory data load : No	No	Yes or No	Yes: reloads the values set at commissioning time.

BT6030 / BT6130 / BT6230 / BT6330 / BT6530

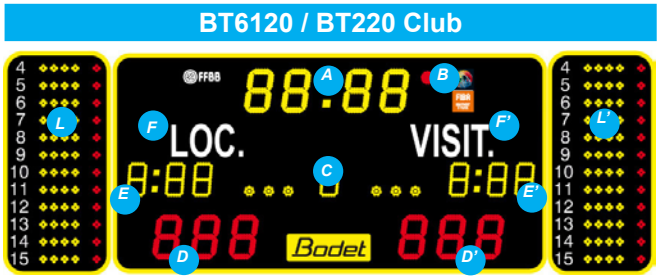


BT6425 / BT6525 Evolution

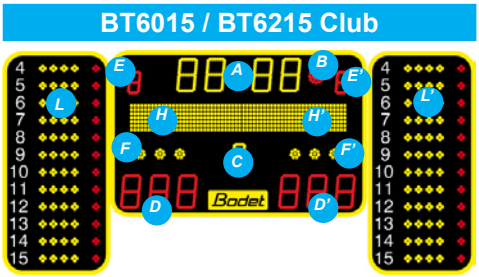
BT6025 / BT6125 / BT6225 / BT6325 Evolution



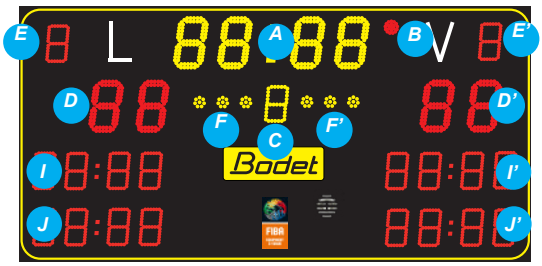
BT6120 / BT220 Club



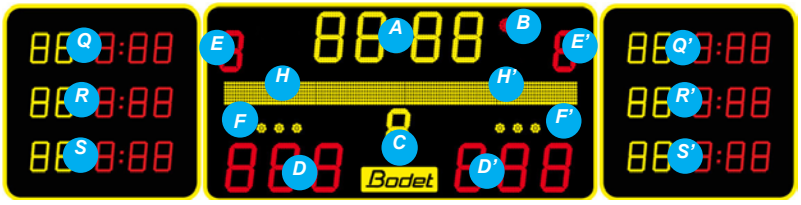
BT6015 / BT6215 Club



BT6120 PLUS



BT6625 Evolution



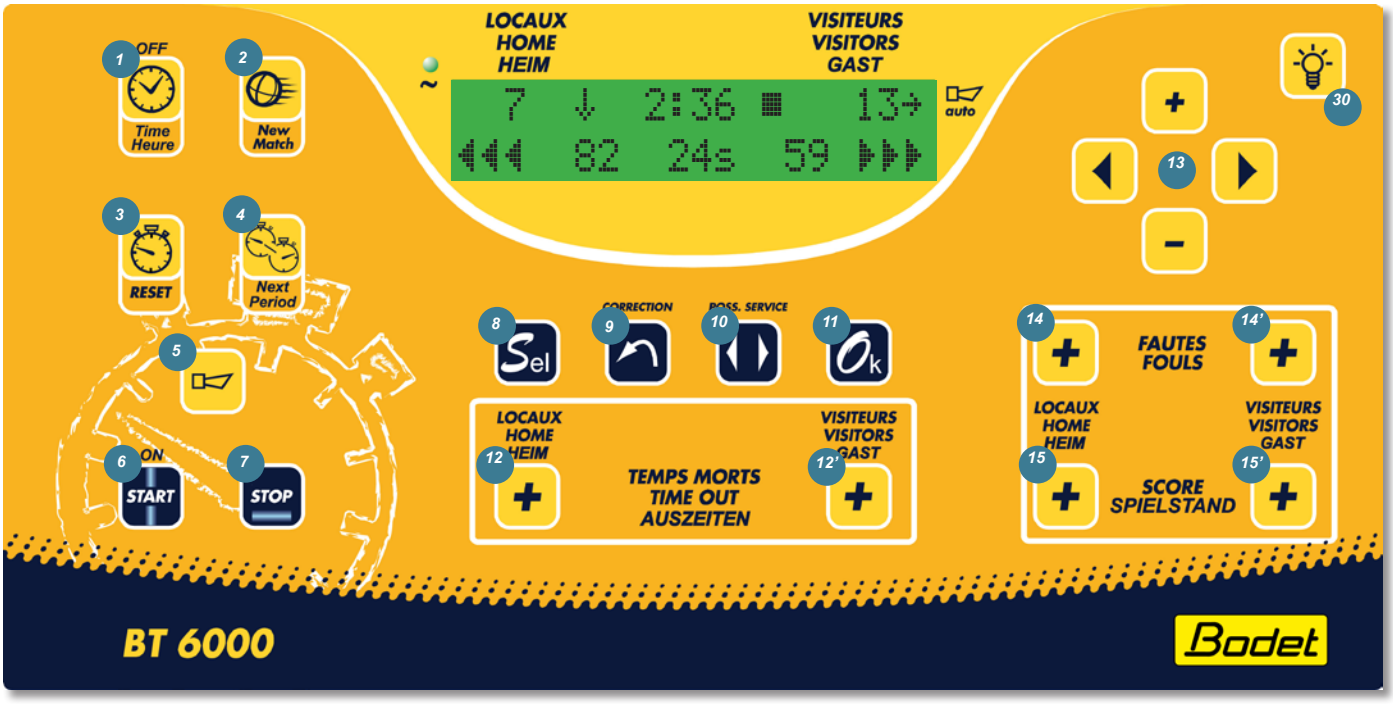
BT6002

BT6008

BT6006

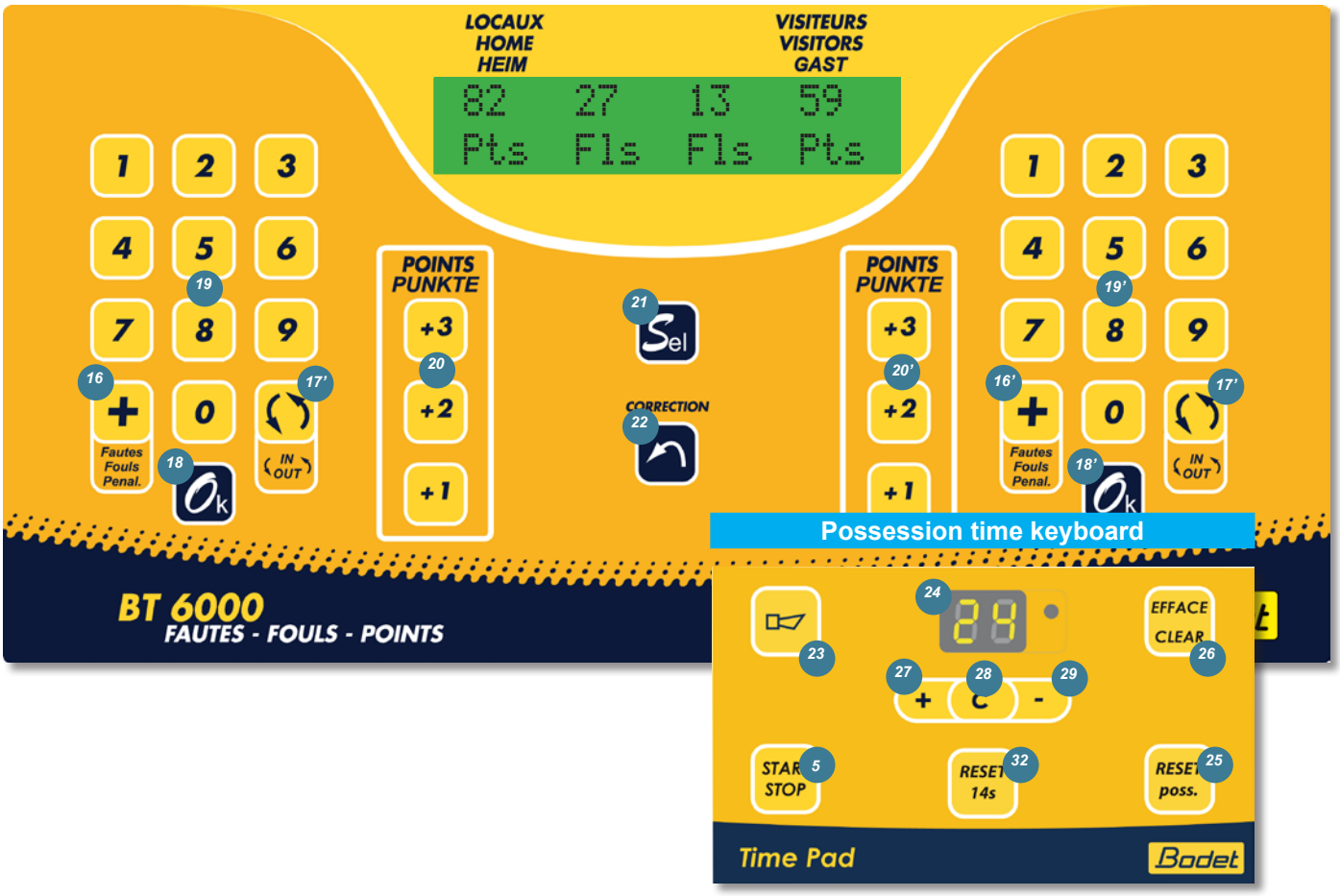
Designation	Index
Minute-second timer (1/10 of a second display in the last minute). Countdown of intervals of play.	A
Timer stopped indicator.	B
Period number (E for extra time).	C
Scores from 0 to 999 HOME/VISIT.	D and D’
Team fouls HOME/VISIT. Reset to zero between the game periods.	E and E’
3 time out indicators HOME/VISIT (flashing during time out countdown). Reset to zero between the game periods.	F and F’
Players names.	G and G’
Team names.	H and H’
Brief display of last player foul HOME/VISIT (player’s number/number of fouls).	I and I’
Time out countdown HOME/VISIT.	J and J’
Player fouls HOME/VISIT with programmable player’s numbers.	K and K’
Player fouls HOME/VISIT with non programmable player’s numbers.	L and L’
Possession time countdown. 1/10 of a second display in the last second.	N
Timer stop indicator.	O
Score per player.	P and P’
Brief display of last player foul HOME/VISIT (player’s number/number of fouls).	Q and Q’
Unused.	R and R’
Time out countdown HOME/VISIT.	S and S’

Main keyboard



Designation	Index
Time display or match mode when key is pressed.	1
Start a new match if hold down > 3 s.	2
Timer reset : reload programmed values for start of match (timer stopped) no reset to zero of scores and fouls.	3
Go to the next time period (a time period can be either playing time or time break or time before the match).	4
Activates or stop the horn immediately. Press duration = horn duration.	5
Start the timer.	6
Stop the timer.	7
Access to the sport configuration.	8
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	9
Ball possession allocation.	10
In match mode : restart new match if hold down > 3 s. In sport configuration : validate the parameters and exit.	11
Time-out allocation HOME/GUEST: - Key 12 or 12': display of the configured value (by default: 60 seconds). - OK (11) key: starts the time-out timer countdown. Selection of 30 seconds time-out: - Key 12 or 12': display of the configured value (by default: 60 seconds). - ◄ ► (13) keys lets you choose between a programmed time-out (default 60 seconds) and a 30sec. time-out. - OK (11) key: starts the time-out timer countdown.	12 and 12'
Navigation keys. Before starting a match, + and – keys enable modification of the playing time.	13
Team foul allocation HOME/VISIT.	14 and 14'
Add 1 point to the scores HOME/VISIT (inactive when a secondary keyboard is connected).	15 and 15'
Luminosity adjustment of scoreboard and possession time display.	30

Secondary keyboard



Possession time keyboard

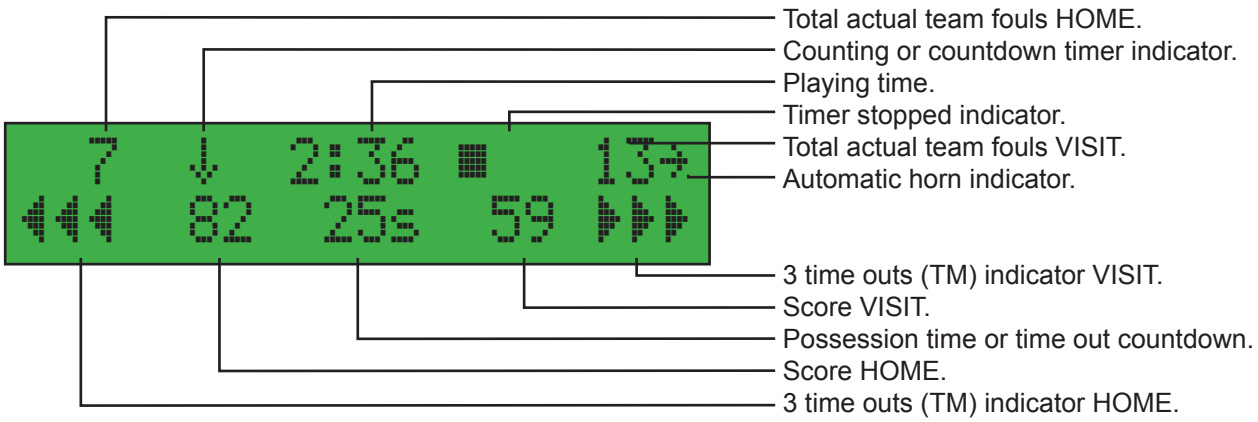
Designation	Index
Activates or stops instantaneously the horn. Press duration = horn duration.	5
Player foul allocation HOME/VISIT.	16 and 16’
Unused.	17 and 17’
Validate (foul, score…)	18 and 18’
Numeric keypad to enter player’s number.	19 and 19’
Add 1, 2 or 3 point to the scores HOME/VISIT.	20 and 20’
Player’s statistics.	21
Correction mode: pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	22
Start/Stop the possession time.	23
Display of the possession time and Start/Stop LED indicator.	24
Reset to 25 s of the possession time.	25
Clear the display of the possession time (if possession time timer is stopped).	26
Increase the ball possession time in correction mode (90 s max.).	27
Correction mode : pressing the key the display flashes. Having made the correction, press the key to return to normal mode.	28
Decrease the ball possession time in correction mode.	29
Reset to 14 s of the possession time.	32

The SCORE (15) (15’) and FOULS (14) (14’) keys of the main keyboard are then inactive.

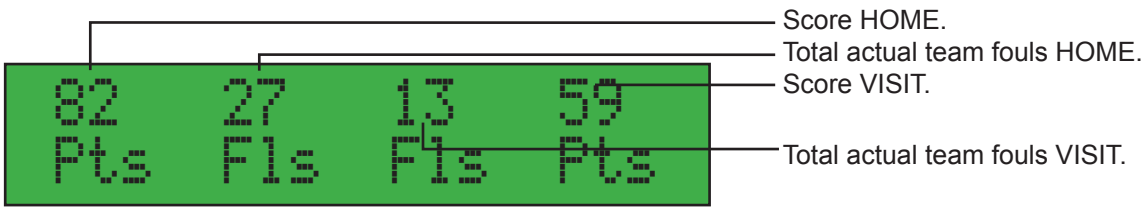
Sport rules	Designation
Korfball 1:2x30 25sec	Game with 2x30minute periods – 25 seconds possession time – Total team fouls 5 per period – 2 time outs for the first half time and 3 for the second – 1 time out per period of extra time - Rest time 0 minute - 5 minutes extra time
Korfball 1:2x30 25sec	Game with 2x30minute periods – 25 seconds possession time – Total team fouls 5 per period – 2 time outs for the first half time and 3 for the second – 1 time out per period of extra time - Rest time 0 minute - 5 minutes extra time

All these parameters are modifiable with the configuration programme for each type.

Main keyboard VDU



Secondary keyboard VDU



Between the game periods

– Reset to zero of total team fouls.
– Reset to zero of time out indicators.
– Countdown the interval of play if programmed (Replace the timer). The timer stopped indicator is active.

N.B.: rest time can be stopped during the working out by pressing on STOP key and the time outs on TIME OUT key corresponding. At the end of working out of those times, the game timer does not start up automatically. Start up by pressing START key.

Configuration menu per sport

The pre-recorded configuration for each sport can be modified. Select and validate a sport and a type of rules Hold down the SEL (8) key to access to the configuration menu :

- Press the + or – (13) keys to modify the values of each parameter.
- Press the RIGHT (13) key to scroll down through all the parameters.
- Press the LEFT (13) key to scroll up.
- Press the OK (11) key to save the new parameters and return to the display of the match.

Rule 1	Rule 2	Parameters	Description
Shot timer duration : 25 sec	25 sec	1 to 99 seconds	Duration of ball possession time.
Shot timer end stp game : No	No	Yes or No	Countdown to 0 for possession time either stops or does not stop the main timer.
Duration before game : 0 min	0 min	0 to 90 minutes	If = 0, no automatic countdown. If > 0, the board will count down the programmed period, once the sport has been validated. Press “Start” to launch this countdown.
Horn before game play : 0 min	0 min	0 to 90 minutes	Allow to signal with a short warning blast the next start of match. If = 0, no horn.
Period Number /game : 2	2	2 or 4 periods	Match with 2 or 4 periods.
Period duration /game : 30 min	30 min	1 to 50 minutes	Duration of game periods.
Horn before time brk end : 0:00 sec	0 sec	0 to 50 seconds	If = 0, no automatic horn. If > 0, signal with a short blast the next start of match.
Auto time break duration : 0min	0 min	0 to 15 minutes by step of 10	If = 0, no automatic countdown. If > 0 the board will count down automatically the programmed time to the end of the period.
Extra time duration : 5 min	5 min	1 to 50 minutes	Selection of extra time period of match if there is a tie. A extra time of 5 minutes repeatable if there is a tie.
Team foul maxi cumul. : 8	8	1 to 9	Selection of maximum number of fouls cumulated.
Individual foul number : 5	5	1 to 6	Choose limiting 1 to 6 individual player fouls before sending off The 6th foul is only visible on the keyboard screen).
Time out duration : 60 sec	60 sec	1 to 99 seconds	Choose the duration of time out.
Auto horn time out end : No	No	Yes or No	If YES, the horn’s ringing automatically at each end of time out.
Horn before time out end : 15 sec	15 sec	0 to 99 seconds	If = 0, no automatic horn. If > 0, signal with a short blast at the next end of time out.
Time out 30 sec : No	No	Yes or No	If yes: Appointment of a time-out LOC / VISIT: - Touch 12 or 12 ‘: display of the value parametrized (by default 60 sec.) - A support on the sideline OK (11) throws the discount of the time-out. If not: Appointment T0 LOC / VISIT by the concerned touch. Automatic stop fon of discount or by support on the sideline concerned.
Number of player HOME 4 : 4	4	1 to 99	Number of the 4th player.
Number of Player VIS 15 : 15	15	1 to 99	Number of the 15th player.
Score per player : Yes	No	Yes or No	If YES, the function point per player is active. If NO, the function point per player is no active.
Horn duration : 5 sec	5 sec	0 to 5 seconds	If = 0, no automatic horn. If > 0, limit the duration of the horn’s ringing for reduce the sound level in the room.
Keep display result : 30sec	30 sec	10 to 60 seconds by step of 10	Maintains display of the last period for a programmable time if the rest time is not programmed.
Factory data load : No	No	Yes or No	If YES, reload the values of parameters as provided on putting the display board into service.